

INQUEST 40



FREE POSTER
BATTLETECH MECH BLUEPRINTS



A GOD!
THE ULTIMATE GM

THE ULTIMATE GM

INQUEST

THE GAMING MAGAZINE • 40

Science
Roleplay



0 29074 86640

\$3.99 US / AUGUST 1999

5:15 PM
set out for laundromat

9:13 PM
meet fellow player with
Cardassian/ ore processing deck

7:30 AM
turn boxers inside out for
one more wearing

STAR TREK
CUSTOMIZABLE CARD GAME

Star Trek: Deep Space Nine set
due summer 1998

MAGIC & Ultra-PRO[®] The Gathering[®] Killer Combo!



Exodus[™] Card Boxes & Albums w/Collector Guide Sheets

WIZARDS OF THE COAST, Magic: The Gathering, and Exodus are trademarks of Wizards of the Coast, Inc. Illustrations by Matthew Wilson, Randy Elliott, Jim Nelson, Keith Parkin, James Milson, Daren Bader, Paolo Parente, and Mark Zug. Rembrandt and Ultra-PRO are registered trademarks of Rembrandt, Wizards of the Coast, Inc.

For the nearest distributor contact:
Rembrandt 6049 Slauson Avenue, Commerce California 90040 (213)725-1975 fax(213)728-4092
www.ultrapro-storage.com

MAGIC
The Gathering[®]
Manufactured by
Rembrandt
MADE IN U.S.A.

Sometimes first contact is the last

STAR DRIVE CAMPAIGN SETTING

Take your ALTERNITY® game to the Verge. Explore a vast frontier filled with political intrigue, hidden danger, and the need for heroes.

The STAR DRIVE™ Campaign Setting hardcover book details a multitude of worlds waiting to be explored—or saved. Learn about the 13 Stellar Nations and of the devastating conflicts that almost destroyed a galaxy.

Then meet the neighbors...

The ALIEN COMPENDIUM™ book brings over 60 alien races to your campaign. Some are helpful. Some have attitude.

But don't worry.

The ARMS AND EQUIPMENT GUIDE features over 100 hi-tech weapons, defensive equipment, and electronic gadgets for a good first impression.

**Welcome to the Verge.
If the neighbors don't kill you,
the politics will.**



STAR DRIVE Campaign Setting
TSR #2802
ISBN #0-7869-0738-X
Available July



ALIEN COMPENDIUM
TSR #2805
ISBN #0-7869-0778-9
Available July



Arms and Equipment Guide
TSR #2809
ISBN #0-7869-1214-6
Available August

No future is certain



© and ™ designate trademarks owned by TSR, Inc. ©1998 TSR, Inc. All rights reserved. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.

www.tsr.com
Customer Service (206) 624-0933
For a store near you check out: <http://locator.wizards.com>



*While supplies last



INsideQUEST

FEATURES

- 42 Top 10 Exodus Cards** By the InQuest staff.
The most powerful cards for Magic's newest set.
- 46 Xena File** By George Strayton.
Everything you need to add the Warrior Princess to your AD&D campaign.
- 48 Godhood 101** By Rick Swan.
How to wield the ultimate power of gamemastering.
- 56 The Ultimate CCG** By Jason Schneiderman and the InQuest staff.
InQuest combines the best card elements to create the perfect game.
- 80 Pro Picks** By Mark Justice.
How to draft like a champion Magic player.
- 86 True Confessions** By Rachel Barth and the InQuest staff.
InQuest answers the top questions on the minds of gamers.

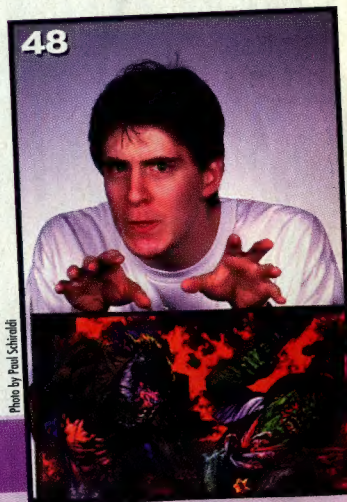


On the Cover

Xena flashes onto this month's cover as this summer sees the release of three Xena products: Wizards of the Coast's card game, West End's RPG and Component Games' board game. Check out our review of the CCG on page 34, and for AD&D Xena stats, hustle on over to page 46.

COLUMNS & DEPARTMENTS

- 6 Behind the Lines** Thoughts from the InQuest staff.
- 8 Inquisition** Letters to the editors.
- 16 IQ News**
- 32 On Deck** Reviewing the *Marvel Super Heroes RPG*, *Doomtown: Episode 3* expansion, the *Xena: Warrior Princess CCG* and more...
- 62 Killer Decks** Magic and *Doomtown* tournament decks.
- 68 Stumpers**
- 70 House Rules**
- 72 Creative Campaigning** Tips for GMs.
- 74 Basic Training** *Star Wars CCG*.
- 142 Shows, Cons & Tournaments**
- 144 Swan Song**



PRICE & PLAYERS GUIDES

- 94 Price Guide Intro**
- 95 Magic Price Guide** NEW! EXODUS PRICES!
- 106 Collectible Card Games Price Guide**
- 110 Players Guide Intro**
- 112 Magic: The Gathering Players Guide**
- 140 Exodus Players Guide** NEW! EVERY CARD!

CONTESTS Enter & Win!

- 66 Dead Man's Hand** Complete the *Magic* puzzle and win a box of *Exodus*!
- 78 Star Wars: Bounty of Books** Answer the trivia and take home a bunch of *Star Wars* books and tournament sealed decks!
- 92 Make Your Own Mech** Design the best battlemech and score over a 100 *BattleTech* RPG products, including 72 *BattleTech* miniatures and the *Mech Commander* PC game!

EXTREMELY HOSTILE TAKEOVER



ON SALE
IN JULY

FASA
CORPORATION

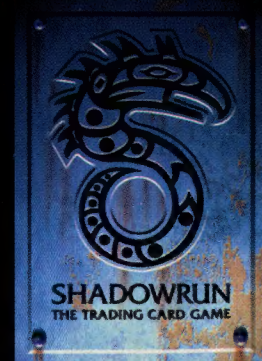
This 90-card expansion for *Shadowrun: The Trading Card Game* introduces players to the corrupt, backstabbing corporate world of 2060. They might end up rich, or they might end up dead, but that's what comes of working for the Man!

Corp War™ will be sold in 15-card booster packs. You need at least one Starter Deck to play.



CORP WAR!

A SHADOWRUN
TCG EXPANSION



Shadowrun® is a Registered Trademark of FASA Corporation. Shadowrun: The Trading Card Game™ is a Trademark of FASA Corporation. Copyright © 1998 FASA Corporation. All Rights Reserved.

www.FASA.com

BEHIND the LINES

A Day in the Life of a Professional Geek

I was on the math team in high school. In college I was the president of the gaming club. I've seen every "Star Trek" episode at least three times. I collect dice. Yeah, I'm a geek—but I'm a professional geek with the coolest job in the world. I'm the Games Editor (whatever the heck that means) for a gaming magazine. So what's it like to have this "dream" job? Well, a typical day goes something like this...

- 8:00** Wake up next to my beautiful fiancée. (Hey, I'm a professional gamer. I need to brag about something so I don't feel like a total loser.)
- 8:15-8:30** Shower and scoop the cat box. Joy.
- 8:30-9:00** Drive to work. Brainstorm witty retorts to fend off Managing Editor Tom Slizewski's ribbing.

- 9:00-10:00** Enjoy breakfast of hot chocolate and brownies while going over proofs and brainstorming clever ideas.
- 10:00** Check front desk to see what free stuff I received from game companies today.
- 10:01-11:00** Open booster boxes of free stuff and flip through advance copies of roleplaying supplements.
- 11:00-12:00** Try and convince people to let me pay them to write for *InQuest*.
- 12:30** Swing by the D&D Deli to pick up lunch. Roleplaying-ignorant employees look at me like idiot when I ask if the Umber Hulk is fresh.
- 12:40-1:40** Eat lunch and play *Titan: The Arena* with fellow IQ editors. Whining and finger-pointing unable to carry me to victory.
- 2:00-4:00** Write mindless drivel like this editorial. Make sure to mention Cow Nose the Cat and plug *Middle-earth: Against the Shadow* Player Guide.
- 4:00-5:00** Go back to playing with free stuff.
- 5:00-5:20** Play foosball in main lobby. Bring The Evil Fishmen (me and partner Brent) one step closer to the Wizard Foosball League championship.
- 5:20-5:40** Go to Editor-in-Chief Pat McCallum's office and step into the ring for a bout of N64 wrestling. Sadly, Ultimo Dragon talk trash better than fight.
- 5:40-6:30** Play games for inter-office *Magic* league. Struggle to refrain from whacking Associate Editor Paul Sudlow with the Moon Pie™ when he plays Karma. [Of course, thanks to Karma, Jeff doesn't currently have the Moon Pie™ trophy to wield—P.S.]
- 6:30-7:00** Go home.
- 7:00-7:03** Deal with real life.
- 7:03-**

Whoops! Four o'clock. That's enough editorial. Time to go back to tuning my Doomtown deck...

Jeff Hannes

Jeff Hannes, Games Editor

Photo: Paul Schiraldi

MASTHEAD

the little elves who make *InQuest*

EDITORIAL

Editor-in-Chief Pat McCallum
Editor Mike Searle
Senior Managing Editor Joe Yanarella
Managing Editor Tom Slizewski
Games Editor Jeff Hannes
Associate Editors Brent Fishbaugh, Paul Sudlow
Contributing Editors Jason Schneiderman, Rick Swan
Online Editor Buddy Scalera
Price Guide Director Lars Pearson
Senior Price Guide Editor Jon Warren
Assistant Price Guide Editors Phil Colligan, Bob Marshall

Administrative Assistant Cassie Lopusnak
Contributors Rachel Barth, Chuck Bednar, Len Blado, Ralph Butler, Dan DiGiacomo, Sean Patrick Fannon, Zen Faulkes, Kenneth Hite, Collin Jackson, Sean Jaffe, Sean Jordan, Mark Justice, Andrew Lupp, Mike Mikaelian, Rick Moscatello, Rei Nakazawa, Paul Shiraldi, Jeremy Smith, Chris Spasseff, George Strayton

Tip of the Month: Never listen to advice

ART

Design Manager Steve Blackwell
Designers Cindy Emmert, Arlene So, James A. Walker
Production Assistant Tesslyn Pandarakalam
Design Review Big Pig Productions, Chris Duncan, Ryan Dunlavey, Laurie Straus, Voltage Design Co.
Art Assistant Dan Reilly
Research Assistant Peter Flood, André D. Shell

ADVERTISING SALES

Advertising Director Ken Scrudato
Advertising Projects Manager Karen Evora
Account Manager (NY) Marguerite Tucker
Sales Assistant Billy Kartalopoulos
(NYC) Phone: (212) 765-5700
Account Manager (West Coast) Phil Lawrence
(310) 820-0560
Sales Assistant Tracey Martin
(Congers) Phone: (914) 268-3907
For Classified and Show Calendar Advertising, contact Karen Evora

WIZARD ENTERTAINMENT

President/Publisher Gareth Shamus
Executive VP Fred Pierce
Finance VP Ed DuPre
Executive Assistant Kathy Newman
Production Director Darren Sanchez
Promotions Manager Ben Plavin
Associate Promotions Manager Ian Feller
Promotions Coordinator Mario Capello
Vice President of Circulation & Distribution Paul Rolnick
Director of Business Development Martha Donato
Direct Sales Manager Stewart Morales
Circulation Manager Jennifer Winheim
Circulation Analyst Daniel DiGiacomo
Marketing Consultant Seymour Miles
Foreign Licensing Alison James, Trio Marketing
(203) 266-7110

Customer Service & Back Issues (914) 268-3594
E-mail InQuestMag@aol.com
America Online Keyword: InQuest
World Wide Web <http://www.wizardpress.com>

InQuest: The Gaming Magazine Volume 1, Issue #41 (ISSN: 1081-9241). Please direct all inquiries concerning editorial information to *InQuest* Editorial Department, 151 Wells Avenue, Congers, NY 10920-2064, or fax (914) 268-0053. Please send all change of address and subscription inquiries to Wizard Entertainment, P.O. Box 656, Yorktown Heights, NY 10598. One-year subscription rate is \$29.95, Canada \$48.00, all other foreign \$74.00. All payment in U.S. funds only. Any statements made, expressed or implied in *InQuest* are solely those of the publisher, who does not accept responsibility for such statements. All artwork is trademark and © their respective owners. Entire contents © 1997 Wizards of the Coast, Inc. The *InQuest* logo is protected through trademark registration in the United States of America. Publication information may not be reproduced in part or whole in any form without prior written permission of Wizard Entertainment and Gareth S. Shamus. *InQuest* is published monthly by Gareth Shamus Enterprises Inc., 151 Wells Avenue, Congers, NY 10920. Periodicals postage paid at Congers, NY, and additional mailing offices. Additional Standard (A) Postage paid on enclosures. USPS Number: 013-208. Postmaster: Please send address changes to Wizard Entertainment, P.O. Box 656, Yorktown Heights, NY 10598. Made in USA.



Legend of the Five Rings™

I've got your
Warhammer
Right here.

CLAN WAR

Fantasy miniatures wargaming in the Emerald Empire™



Legend of the Five Rings, Clan War, and all related names and places are TM and © 1998 Five Rings Publishing Group. The Five Rings Publishing Group is a subsidiary of Wizards of the Coast, Inc. All rights reserved. Used here under license.

Inquisition

DARN GOOD QUESTION

"Rick," writes Damien LaHaye of Haverhill, N.H., "I was thinking the other day that since we InQuest readers don't know what you look like, you could be anybody. How do we know that Cow Nose isn't answering our letters?" Good question, Damien. A darn good one, as a matter of fact. I decided to put it to the test. Here's what I discovered: I don't particularly care for Cat-O-Vittles, the scratching post is useless to me and the litter box keeps tipping over whenever I use it. Oh sure, I like to have my belly rubbed—who doesn't?—but that metal scratcher freaks me the hell out. Now, speaking of good questions...

HERE COMES THE BRIDE

I love InQuest. Will you marry me?

Brian Roberts
Omaha, Neb.

Sorry. We're already engaged to Scrye.

SEMPER FIDELIS

I'm a Marine and I'm a little puzzled over some people's misconceptions. For instance, a lot of civilians I've met automatically assume that because I'm a Marine, I'm a little slow mentally and something of a boozehound. In truth, I am currently finishing up my bachelor's degree, have a 187 I.Q. and don't drink



more than a couple of times a month. I apply our values of honor, courage and commitment to my daily life.

So as both a Marine and a gamer, I can relate to the problems I hear from other gamers. Too many people, I'm afraid, do not see gaming as a legitimate hobby. In my 12 years of gaming, I have rarely seen the type of outlandish behavior described by some of my hobby's detractors.

If you, as a gamer, feel you're being put upon by others, I have some advice: Ignore them. If you're a minor, and your parents or guardians have a problem with your gaming, respect their wishes and refrain from this hobby. But I would encourage you to speak openly with them about why you enjoy gaming, and maybe try to get them involved.

Lance Corporal Thomas J. Burnette, USMC
Twenty-nine Palms, Calif.

Or, if that doesn't work, you can always whack the living crap out of them.

JESUS STRIKES BACK

I am a Christian, a strong member in the church, plus I have two years of theology

so I know what I'm talking about. I read "Swan Song" in issue #37 and I agree entirely with it. There are more important issues to deal with in the world than a card game. I mean, since the love of money is the root of all evil, then Monopoly must be an evil game. While we're at it, we should ban Risk and Axis & Allies because war is evil. And why, someone tell me, are so many people scared of the word "demon"? Big deal. Demon, demon, de—

Toby Beeny
Wright City, Mo.

Hmmm, interesting. The rest of this letter appears to have been chewed up by big black teeth.

PLUG-O-RAMA

Okay, here's the problem. I'm a dice-chucking RPGer. I'm sick of AD&D. I'm sick of GURPS. Basically, I'm sick of everything. I don't want to try any of the new games you mention in the reviews section because, well, it sounds like they all stink. Can you pretty please recommend a couple of RPGs that I might not have heard of that have been around a while,

Storm into the Heart of Rath

And live to tell about it

You play the cards, but they only hint at the horrors. In *Rath and Storm*, the latest Magic: The Gathering® book, you get the full story, told from your favorite character's point of view. Sail with Gerrard, Mirri, and the crew of the *Weatherlight*. Follow their struggles through Rath, where death is but a misstep away. Rath and Storm pits our heroes' powers against Volrath, Greven, and the grotesque creatures lurking below. The fate of Dominaria depends on the strength of their will and the swiftness of their blades.

Gerrard-
Voted Best Hero
InQuest Magazine

Greven-
Voted Best Villain
InQuest Magazine



Rath and Storm • TSR #08731 • ISBN #0-7869-1175-1

Available July

Based on the *Weatherlight*™, *Exodus*™, *Tempest*™, and *Stronghold*™ card sets.

Wizards
OF THE COAST

www.wizards.com • Customer Service: (206) 294-0633 • For a store near you check out <http://locator.wizards.com>

WIZARDS OF THE COAST, MAGIC: THE GATHERING, WEATHERLIGHT, EXODUS, TEMPEST, and STRONGHOLD are trademarks owned by Wizards of the Coast, Inc.

Illus. by Doug Chaffee ©1998 Wizards of the Coast, Inc. All rights reserved.

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to InQuestPals@aol.com or mail it to us at: I.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!

JAKE LEADFORD
Age: 12 Sex: M
5445 S. Fordney Drive
Hemlock, MI 48626
Likes: Star Wars CCG

BRANDON ALLISON
Age: 13 Sex: M
2772 Derby Drive
Deltona, FL 32738
Likes: Magic: The Gathering

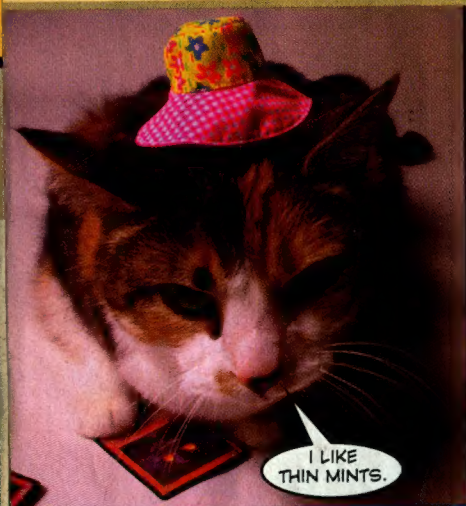
ERIN HUFF
Age: 13 Sex: F
RR2 Box 2009
Mineola, TX 75773
Likes: Magic

ROCKY MENDENHALL
Age: 15 Sex: M
924 Saddle Drive
P.O. Box 59601
Helena, MT
Likes: Advanced Dungeons & Dragons, Magic

CHRIS WALTON
Age: 12 Sex: M
3030 N. Hickory Ridge Road
Highland, MI 48357
Likes: Star Wars CCG, Magic

KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT
TICKLED OUR FANCY FOR NO APPARENT REASON



I am writing to show to the world the injustices suffered by Girl Scouts. I was selling cookies at our local Wal-Mart and Media Play this year. Do you realize how many people sneer at, spit on or completely ignore the girls who are spending their weekend trying to sell cookies for a special trip? To help us, all it would take is two and a half bucks, which buys you a whole box of delicious cookies. Is that too much to ask?

Think of it this way: The more cookies you buy, the more money the Girl Scouts get. The more money the Girl Scouts get, the more trips they can go on. The more trips they go on, the less you have to see them.

Maria DeCecco
Erie, Pa.

We'll sweeten the deal. Anybody who sends in 100 InQuest wrappers, we'll send 'em a cookie.

something I can pass the time with in case I get sent to prison?

D.L.
San Francisco, Calif.

You betcha. First, we have the Fudge RPG, sort of a slimmed-down, easy-on-the-brain version of GURPS, which you can order from ghostgames.aol.com or by writing Grey Ghost, P.O. Box 838, Randolph, Mass. 02368. Next, we have the Conspiracy X RPG. Sez Con X mastermind George Vasilakos: "You play Mulder/Scully types investigating weird stuff, like aliens, ghosts, cultists and that guy down the block who always wears aluminum foil on his head." Ask for it at your local retailer, or order it on-line at www.conspiracyx.com. And good luck in prison!

FOOL'S PARADISE

A few months ago—March 31, to be exact—some friends and I decided to play a game of AD&D at school. Your RPG module, "Into the Exile Zone" (issue #36) had just come out, so we decided to give it a try with me as the gamemaster. When we reached the end, and as a sword was thrown into the vortex, I realized that the next day was April Fool's. So I thought up a devious trick. Instead of the disruption killing K'Mar, it made her more powerful. She slaughtered all the player characters with her big piercing claws. Just as everything started to go black, K'Mar grinned and yelled, "April Fool's!" A snap from her fingers brought them back in time, right before she was defeated. My players got a kick out of it.

Hal Brooks
New York, N. Y.

This ending is much better than mine; I had her transform into a giant man-eating K-Mart.

THE SHORT OF IT

I'll start off by saying that I am an elf. Now, here are three things about Magic that suck:

1. New players suck because they don't follow all the rules, and it's no fun to kill them without a good fight.

2. New sets suck because there's nothing original in them.

3. Errata really sucks. I mean, no sooner do you get an unkillable combo down than those guys at Wizards of the Coast have to screw it up.

Daniel Friedman
Laurel Hollow, N. Y.

Aw, c'mon Daniel. Learn to be a little more generous, a little more big-hearted. After all, you don't want people thinking you're greedy and elfish.

PLURAL-ITY

Is there a difference between Summon Elf and Summon Elves?

Robbie Morrison
Jacksonville, Fla.

Well, in Summon Elves, Daniel Friedman's whole family shows up.

COVERED

I was reading "Cover Girls" (issue #36) when a thought crossed my mind. You listed all those great covers, but I think you left out one of the best of all time. I'm almost positive InQuest didn't debut with that great John Bolton pic on the cover of InQuest #1. I coulda sworn I bought an InQuest #0 with a guy sitting on a throne of some kind with a red background.

Kevin Kistler
Minneapolis, Minn.

Right. Anson Maddocks did that one. My drawing of a stick vampire driving a stake through his own heart was, unfortunately, rejected.

TOURNEY FITS

There are not enough sanctioned tournaments in my area. I think Wizards of the Coast should have an office in every state just for running tournaments. I know they've got the money; after all, they've got the numero uno game. I am sick of playing the same people over and over. It gets kinda redundant.

Brandon Powers
El Dorado, Kan.

THIS FIGHT IS MINE

A hunter from the forests of Llanowar. A loyal ally of the Legacy. Now Mirri is tested as a dire threat rises from a fallen friend. There are no right answers, as she is drawn into a battle that only one will survive.

EXODUS
The Rath Cycle™

Summon Legend

*First strike; forestwalk
Attacking does not cause
Mirri to tap.*

A 140-card set with powerful creatures and potent spells. Exodus™ marks the end of The Rath Cycle™ storyline, and for the crew of Weatherlight™, nothing will ever be the same. Look for Exodus preconstructed decks and 15-card booster packs in your stores now.

MIKE MORRISSETTE
Age: 18 Sex: M
728 Lawrence Road
Pownall, ME 04069
e-mail: SubBeck@aol.com
Likes: Magic, BattleTech TCG,
Shadowrun TCG

TIM THORP
Age: 40 Sex: M
3332 Hoyt Ave #C
Everett, WA 98201
Likes: Star Trek CCG, Netrunner,
Vampire: The Eternal Struggle,
Rage

ANDREW LAKE
Age: 15 Sex: M
P.O. Box 1611
Zolfo Springs, FL 33890
Likes: Magic

KEVIN BLACK
Age: 15 Sex: M
433 N. Ash Street
Valley Center, KS 67147
Likes: Magic, Star Wars, Battle
Cattle

MATT TOURGEE
Age: 15 Sex: M
RR #1 Box 1480
Etna, ME 04434
e-mail: LordAssnik@aol.com
Likes: Magic, AD&D

GARY MOORE
Age: 15 Sex: M
16 Cortland Street
Norwich, NY 13815
Likes: Dragonlance: Fifth Age,
Middle-earth CCG, Magic

MAGIC
The Gathering®



Available Now
Customer Service: (206) 624-0933
www.wizards.com/Magic

Wizards
OF THE COAST™

IN SEARCH OF... ...Television Fame



RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

TO: "The Ricki Lake Show"

Dear Folks:

I've got a great idea for a guest, actually two great ideas. Me and my 50-pound cat, Cow Nose, would love to be on your show. Why, you ask? Well, Cow Nose can play cards. No kidding. Get back to me, and I'll forward the details.

Yours truly,
Rick Swan

Thanks for the offer, but no thanks. We don't have animal guests. Try David Letterman.

Candi Carr
Assistant to the Associate Producer
"The Ricki Lake Show"

MORE LETTERS

Call the Duelists' Convocation International at (206) 204-5820 or e-mail them at dcf@wizards.com, and they'll help you out. Meanwhile, why not hold your own tournament? Er, you wouldn't be interested in a picture of a suicidal vampire stick-man for a door prize, would you?



Photo by Paul Schiraldi

MYSTERY SOLVED

In *InQuest* #37, Eric Higby asked about a forgotten game ("Mystery Game," "Inquisition"). You couldn't help him—you identified the game as "Spamfire"—but I have the correct information. It's called *Dragonmaster*. The deck is composed of four suits (Warriors, Druids, Nomads, Dragonlords) and eight ranks (King, Queen, Prince, Wizard, Duke, Count, Baron, Fool). One player leads with a card, and the other players follow suit if they can. Whoever plays the highest card of that suit takes the trick and leads the next. Each player gets a chance to be the "Dragonmaster," who chooses a quest for the other players: Runesword (you can't take the Prince of Warriors), Wizards (you can't take Wizards), Dragonlords (you can't take Dragonlords), First or Last (the first and last tricks must be avoided) and Staff of Power (you can't take any of the aforementioned cards). If a player takes a forbidden card, he must pay a penalty in the form of jewels.

Dragonmaster was made by Milton Bradley and copyrighted in 1981. As for buying it, good luck. The only place I've ever seen it was a garage sale.

Steven Paradise
Salt Lake City, Utah

Okay, okay. So it wasn't Spamfire. So sue me. By the way, does anybody know anything about *Dragonmaster's* sequel, *Dragonspam*?

MR. GEEK

I play *Magic* and am tired of everyone

classifying us. We are not tofu eaters. And we are not wussy geeks, because I get as many girls as I want.

Brad Clevenger
Newport, Tenn.

Yeah, but sneaking your dad's Playboy doesn't count.

CHAMPIONS-R-US

I'm glad to see that Brent Fishbaugh is one of the old school players of *Champions* ("Behind the Lines," issue #37). He is completely correct in assessing the "Image-ness" of the new *Champions* rules and setting. I must say, however, that Gold Rush Games has continued to show their support for the fourth edition on the web, as they have conversions for most of the characters covered in the Fuzion system thus far.

Joe Kushner
Chicago, Ill.

I'd pass along your comments to Brent, but he's out patrolling for evil-doers in his Wonder Girl costume.

WATCH THE BIRDIE

My cousin has this...well, problem, I guess you could call it. You see, for some time he has been calling himself "the Lord of the Birds." At first, I laughed at it, but then he kept proclaiming it, proclaiming it, proclaiming it. So one day, I said, "Fine. If you're Lord of the Birds, then prove it."

"Okay," he said. "I'll have a bird fly down and land right next to you. Look there!"

"Where?" I said, turning around. There was nothing there.

"Too late," he said. "He flew away."

Like I said, he has this problem. Do you have any advice?

F. Matarese
New York, N. Y.

We have no advice. Except, of course, make sure he can find his way to the bathroom.

WHAT THE H—?

I was at the Essen Spielfest looking around the *Magic* area where several artists were signing cards. One of the cards I got signed was by Tony DiTerlizzi. As he signed it, I noticed that the card was printed as "hanna's Custody"

THE BATTLE FOR TERRA BEGINS AT WORLDS.

Put your 'Mechs® where your mouth is at the 1998 BattleTech® TCG World Championships held at GEN CON® in Milwaukee, WI, August 8–9.

Qualified players will battle heavily armed opposition for a purse of **\$25,000 in cash and prizes**. Your last chance to qualify is at GEN CON on August 7, 1998.

This GEN CON, tweak your deck. Tune your strategy. Then home in.

THE \$25,000

BATTLETECH®

1998 TCG WORLD CHAMPIONSHIPS

Check out the BattleTech DCI™ web page at www.wizards.com/BT_DCI/Welcome.html, or call Customer Service at (206) 624-0933 for full details.



WIZARDS OF THE COAST and DCI are trademarks of Wizards of the Coast, Inc. GEN CON is a registered trademark of TSR, Inc. TSR, Inc. and Five Rings Publishing Group, Inc. are subsidiaries of Wizards of the Coast, Inc. BattleTech and 'Mech are registered trademarks of FASA Corporation. The BattleTech universe is protected by copyrights owned by FASA Corporation and used under license. ©1998 Wizards of the Coast, Inc.

CARD CREATIONS

"I come from a land down under...where women glow and men chunder..." or is it "blunder"? Anyway our Aussie of the month walkabouts away with a box of *Image OverPower* for his struggle against the hordes of darkness. Maybe it's "wunder."

GRAND PRIZE WINNER

KITANA

OVERPOWER CARD

Steven Ng

8/52 Leicester St. Carlton South,
Melbourne, VIC 3053 Australia



CONTEST WINNERS

Roy Scafe of Dawson Creek, BC, Canada (not where the show is filmed) feels pretty damn secure in his own little fortress. He won our "Show Us Your Stronghold" contest and walks away with a buncha cool *Magic* comics and comic art and *Stronghold* card swag for his little niche.



Who is demented enough to want to be our slave? Jill A. Konar of Toledo, Ohio. That's who. She not only groveled appropriately but also offered home-made baked goods as a bribe in our "Slave for a Day" contest. She'll be serving us coffee and fruit scones during her trip to Dragon*Con in Atlanta in September. What the hell is a scone anyway?

Ray Wright of Bessemer City, N.C. snagged a box of *Stronghold* for putting his answer to the "Prismatic Protection" Dead Man's Hand down in black and white and sending it in.

and not "Hanna's Custody." I pointed this out to Tony, and he was good enough to correct the name by changing the small h to a capital H.

More recently, I was putting together a discard deck and noticed that "hypnotic Spectre" was also printed with a lowercase h. This led me to investigate further. Looking through my files of cards, I discovered that all card names that begin with the letter H are printed with a lowercase h, whereas all others are printed with a capital letter. What, I wonder, will be next?

Nigel Rowledge
Dudelange, Luxembourg

How about getting rid of the letter D? Then we could all play with "car ecks."

SHOW TIME

I was watching "Men in Black" when I noticed the cat in the movie looked almost exactly like Cow Nose, the 50-pound cat. Has Cow Nose been in any movies?

John Riccio
Kenmore, N. Y.

Yes. She was the anchor in "Titanic."

ANIMAL LOVE

Do you ever worry about animal activists?

Ricky Worles
Riverside, Calif.

Me: Nahh. Right, Tom?

Tom: Right, Rick. Hey, pass me another slice of baby seal, would ya?

MR. INQUISITIVE

Do you guys prefer to be called "InQuestors," "InQuesticons" or "InQuestionors"?

Stephen J. Hawley-Smoot Fish
Bakersfield, Calif.

Actually, we prefer "Tintus Fintus Trumpus," which is Latin for "Illegitimate Sons of Trump."

ABOUT FACE

I have a tattoo of a Chaos Orb on the left side of my butt. I would like to know if it is tournament legal.

Chip Brown
Pickaway, W. Va.

Nope. Right side only.

Y'know, come to think of it, that litter box wasn't that bad. I'm gonna go give it another try. See you next month!

SEND YER LETTERS TO:

InQuestMag@aol.com or

INQUISITION

151 Wells Ave.

Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

DAMN!



Good idea. Bad roll.

When your hero needs to save the day, a bad die roll is the last thing you want. Don't let chance ruin the drama of your adventures—use the award-winning SAGA™ game rules to seize control of the action. It's easy to learn, fast to play, and designed to deliver a dramatic story. Cards customized to the genre let you choose the results from the hand you've been dealt. So put control of the story back where it belongs.

In your hands.



Experience the fantasy world
loved by millions.

TSR #1148
ISBN #0-7869-0535-2
Available Now



SAGA Fate Deck
Use the SAGA game rules
in any fantasy setting!

TSR #9565
ISBN #0-7869-1145-X
Available Now



www.tsr.com
Customer Service (206) 624-0933



Join in the
Mighty Marvel Mayhem!

TSR #6926
ISBN #0-7869-1227-8
Available June

TO news

INSIDE



SPECIAL REPORT

Electronic Entertainment Expo. Page 18.



Magic's Next Story Arc. Page 20.



Hell on Earth is here. Page 22.

PLUS:

- **RuneQuest Resurrected.** Page 20.
- **Star Trek: Deep Space Nine CCG.** Page 28.

Game Distributors Form Alliance

And then there was one...One huge game distributor that is. Chessex and The Armory, already two of the gaming world's largest distributors, have announced plans to merge and form a new company called Alliance Distribution.

While this move will primarily affect distributors and retailers, Armory President Dan Hirsch claims that players will see numerous rewards as well. "The primary benefit for the gaming enthusiast will come from the increased cooperation between retailers and manufacturers," Hirsch said. "Specifically, we envision more game demonstrations and promotions at the retail level. This should allow game enthusiasts to make more educated decisions about the products they purchase."

"Gaming fans should also be excited because there will be less chance that good product doesn't make it to their favorite stores' shelves," Hirsch said. "How many times have gaming fans been turned off to a game because they couldn't find the expansion/accessory/module they were looking for? Properly stocking retail shelves should be the biggest priority for every company in this business. Alliance will be able to assist this effort better than any distributor has before," he added.

Retailers will benefit from better fill rates, enhanced distributor technology, more in-store promotions and programs designed to help retailers improve their technology and profitability. "We are also working on programs that will significantly increase contact and cooperation between retailers and manufacturers."

"A primary goal for both companies was to

establish full national coverage for distribution. That is, we wanted the strength to handle every retailer as an account. We could not accomplish this apart. Together we can," said Hirsch.

The announcement even has some other distributors smiling. "I am hoping any consolidation in this industry will help, especially if the new entity will be proactive in developing business," Larry Pentler of MMI Distribution said. "I am hoping that this merger will create a distributor that will do things on a proactive basis, instead of just waiting for orders to come in."

"Cautious optimism," is how Quincy Koziol of Titan Games, an online retailer, described his feelings on the merger. "I have been reasonably pleased with the selection of smaller press publishers that The Armory has carried in the past and I hope that this does not decrease the availability of any merchandise," he said.

Manufacturers too should benefit from the merger. Alliance will share information with them about how products are selling. It envisions a future where manufacturers can obtain access to store information for demos, direct mailers and promotions. Also, it intends to institute a system allowing manufacturers to access information about distributor and retailer sell-through on products. This will assist manufacturers in setting print runs for products and determining when to reprint out of stock products.

The merger is scheduled to be completed by August 1. "The primary objective of the merger is to draw from the strengths of each company to make the whole greater than the sum of its parts,"

Hirsch said. ■ **Chuck Bednar**



Two of gaming's biggest distributors have formed Alliance.

Alliance™ & © Chessex and The Armory, Ultima: Ascension™ & © Electronic Arts, Dragon™ & © Wizards of the Coast, Deadlands™ & © Pinnacle Entertainment.

Witness the final test



The masters gather for a decisive showdown. They display techniques perfected through a year of competition. Be counted among them.

1998 World Championships
Aug. 12-16, 1998
Wizards of the Coast®
Game Center, Seattle, WA

For information call
Wizards of the Coast
Customer Service at
(206) 624-0933. Or visit:
www.wizards.com/Pro_Tour



ELECTRONIC ENTERTAINMENT EXPO

E³ = Computer Madness²

Video game nirvana is pouring forth from monitors all over Atlanta and electronic love is in the air: must mean the annual Electronic Entertainment Expo (E³) is in town.

Each year everyone who's anyone in the video game 'biz gets together to showcase and play the hottest new console and PC games at E³. This year the madness was centered at the Georgia World Congress Center the last weekend in May. As colossal speakers, their volumes set to "ear-bleed," blasted out techno-rock beats, video game pilgrims eagerly sampled the newest wares:

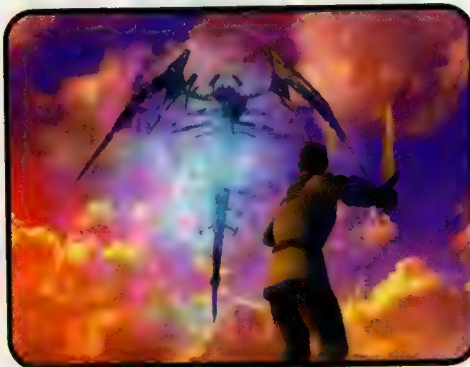
- Have a few months to kill? Bag a copy of *Baldur's Gate* (Interplay for PCs: fall 1998), the sprawling point-and-click role-playing PC game contained on five CDs. The game utilizes TSR's *Forgotten Realms* license, and sends players on epic quests to discover their character's true origins, investigate a mystery and possibly avert a looming war.

Sporting 50 distinct areas, players will be called upon to complete "mini-quests" and either build or destroy their reputations. How NPCs deal with PCs will largely depend on that player's past actions.

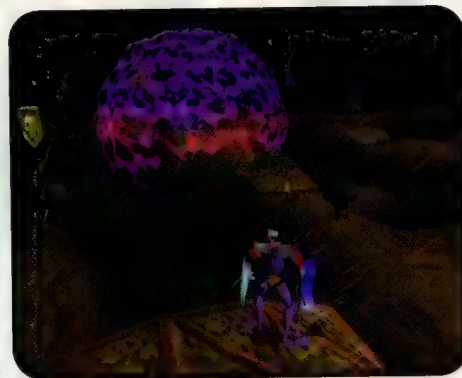
- *Medieval* (Sony for PlayStation: October 1998). Sir Dan is the stiffest hero around. But hey, being a desiccated corpse will do that to you. Dan's the star of this monstrous, medieval 3-D action adventure—imagine *Tomb Raider* for the undead—with enough gore and good humor to satisfy even the recently interred. Dan must jump, run and chop his way through a host of zombies, dragons, serpents, severed hands and other evil-minded scum. It's a good thing Dan is accompanied by fireflies

who serve a unique targeting function, allowing the character to track and strike at any enemies around him.

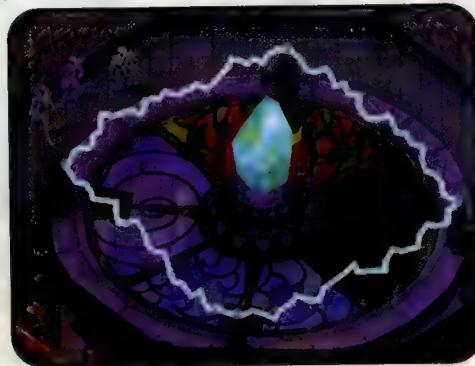
- *Star Trek: Starship Builder* (SSI for Macs and PCs: October 1998). This strategy game lets users become a Starfleet



The future of computer animation is clear. And sharp too.



Sir Dan gets Medieval on your assorted video bad guys.



Check out AD&D's *Forgotten Realms* world in *Baldur's Gate*.

admiral. Build a better, badder Starfleet starship, stock it with all sort of high-tech systems and weapons and assign crew members to man it. Great perks come with the job; players get to name their ships, select a captain and send their futuristic masterpieces out on various exploration and combat missions. The game features over 100 Star Trek characters taken from the various TV shows and movies, and players can create their own Starfleet personnel.

- *Star Wars: Rogue Squadron* (LucasArts for Nintendo 64 and PCs: fall 1998). Players will need the Force oozing from their ears to tackle this single-player flight-simulator shoot-em-up. Users play Luke Skywalker and pilot one

of five different fighters, including the experimental V-Wing. Computer-controlled "wingmates" accompany the player on each planet-based mission. These pilots assist gameplay by attacking targets, providing covering fire and informing Skywalker—through radio chatter—of mission objectives. Players will fly across the desert wasteland of Tatooine, run a night mission on the eerie Jade Moon and battle over a series of islands and volcanoes.

- *Ultima: Ascension* (Electronic Arts for PCs: fall 1998) It's a 3-D world, and who better than famed *Ultima* designer Richard Garriott to exploit it? *Ascension*, the ninth game in the *Ultima* series, puts a single player in the role of the now 3-D hero, Avatar; as Avatar explores his super-detailed world—the dungeons even feature flickering lights, and are so creepy they might induce goose bumps—he works to destroy his hated enemy the Guardian and restore order to the land. The game has more than 50 different monsters, 100 NPCs, 40 weapon types and 45 spells.

- *Cardinal Syn* (Sony for PlayStation: August '98) Sniff. Sniff. It smells like... pain. Syn, an unspeakably cool, 3-D medieval fighter does out gore in buckets. Players choose from one of 18 medieval bad-asses for a battle to the death. In addition to a fairly standard compliment of punches, kicks and throws, Syn also allows players to hack at each other with weapons and collect power and magic powerups. ■ Greg Orlando

HEROES ARE MADE THROUGH DEEDS. Not Dice.

Krynn has entered a desperate age. Mortals wage a heroic struggle against the tyranny of the mightiest dragons ever seen.

When you face these dragons, you don't need a good roll.

You need control.

The *DRAGONLANCE®* Dramatic Adventure Game gives it to you. The *SAGA®* rules encourage daring exploits and creative roleplaying.

You determine your success or failure using the Fate Deck.

You control the cards.

You control the action.

But can you control the dragons?



Citadel of Light

New information on mysticism, plus a Citadel-based adventure!
TSR #9554
ISBN #0-7869-0748-7
Available Now



The Bestiary

An indispensable guide to beasts both kind and cruel.
TSR #9564
ISBN #0-7869-0795-9
Available September

Bring the
legends home



FREE newsletter—email legends@wizards.com or call Customer Service at (206) 624-0933!

[www.TSR.com](http://www TSR.com) • For a store near you check out <http://locator.wizards.com>

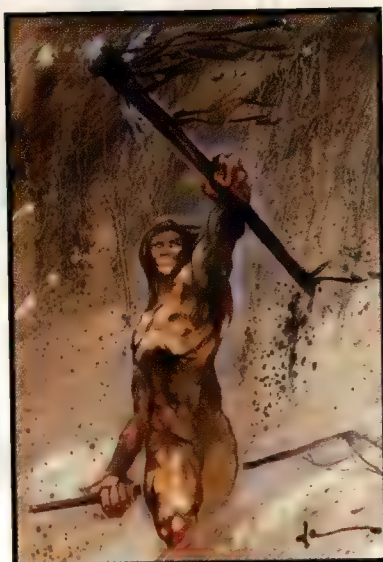


RuneQuest Resurrected

You can't keep a really good game down. Case in point: the classic RPG *RuneQuest*. First published by Chaosium in 1977, with a second edition in 1980, *RuneQuest* was yet again revamped by Avalon Hill in 1984. This summer it will rise once more in the form of *RuneQuest: Slayers*.

"We decided to come at the game from a totally new approach," said co-designer Christopher Lawrence. "For all its good points, the game was beginning to show its age. It was time to bring the game up to speed." Out went the old number based system where skills and attributes quantify who and what a character is. These kinds of games become less about roleplaying and more about advanced calculus. In the new system, the player characters in *RuneQuest* derive their attributes, skills and even weapon proficiencies from their "war clan," a class affiliation that is chosen when the character is generated. What's more, character advancement is tied to roleplaying rather than the number of baddies you whack during your forays.

"Each player character will keep his own Heroic Record



It lives: *RuneQuest* gets a 4th edition this summer.

of Deeds," said Lawrence. "When a character accomplishes a deed they are awarded a glyph. Each glyph can be pieced together to form a rune that bestows new powers and abilities specific to the character's clan. No two characters will earn the same glyphs so even the same type of character will advance differently."

Gone are the old combat systems where high-level characters can laugh off a dozen arrows in the chest before finally getting down to business. The new *RuneQuest* continues with its combat system where the risks of fighting are high.

"Let's face it," Lawrence said, "a good sword thrust will kill just about anyone, be he Conan or the guy next door." That's not to say players will be generating new characters after every melee. "Characters will continue to advance," Lawrence added, "but no character will

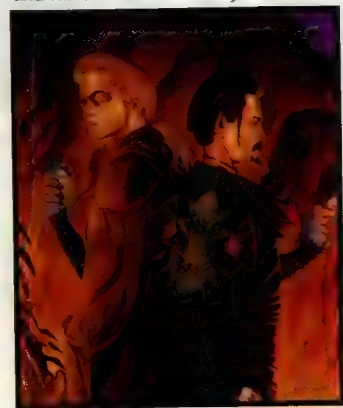
be un-killable."

RuneQuest: Slayers is being co-designed by J.C. Conners and is slated for a GenCon release. Everything needed to play, including two entire campaign worlds, can be found in a single 220-page book for around \$25. ■ Andrew Lupp

Magic: The Next Story Arc

Neglected since *Magic's* *Ice Age* and *Mirage* expansions, the cataclysmic war between Urza and Mishra that nearly destroyed Dominaria will soon move to the forefront of *Magic* players' attentions once again.

Wizards of the Coast has recently published a novel about the clash, *The Brothers' War*, and will base their next story arc around it. The book provides backstory on most of the cards printed in the *Antiquities* expansion set, describing how the brothers Urza and Mishra redefined magic and artifice and then enveloped their world in a war of massive destruction.



Urza vs. Mishra in a three expansion bout.

Chaz Elliott, senior creative director of *Magic*, offered his comments on the next story arc, titled the Artifacts Cycle: "There's almost a direct correlation between the novels and the upcoming expansion sets," he said. "The next big storyline focuses on Urza, the survivor of the Brothers' War, and the collection of artifacts that he left behind in his quest for revenge against the Phyrexians. This 'Legacy' includes such well-known items as Squee's Toy, the silver golem Karn, and even the Weatherlight ship itself."

"Each color will have cards that represent a different piece of the story. In *Urza's Saga* (the first set in the Artifacts Cycle), due out this October, some of the cards will tell about the final ending to the Brothers' War, while others will set the stage for the next book, *Planeswalker*. The subsequent expansion sets will also be described in upcoming novels," Elliott revealed.

Whether the new books will replace traditional flavor text in defining the story behind *Magic* cards remains up in the air. At the very least, they should be a helpful explanation of an otherwise fragmented and confusing storyline. ■ Collin Jackson

WE LOOKED IT UP



HARROW (Hair•oh)

1. A farm implement set with spikes or disks, for leveling plowed ground. 2. To disturb painfully; to distress the mind. 3. ••ed Supernaturally possessed undead state of some characters in the *Deadlands* RPG and *Doomtown* CCG. 4. What a bald guy says after someone calls for a hair count.



This November, Decipher will host the 2nd annual *Star Trek™* Customizable Card Game™ World Championships near US headquarters in Virginia. With only 40 seats available, competition to qualify will be formidable. Decipher is sponsoring 39 *Star Trek* CCG Regional and Open qualifying events, and one winner

from each will receive an invitation to the finals. The fortieth seat goes to David Bowling, last year's World Champion.

This is the event of the year for all players of the *Star Trek™* Customizable Card Game™. Will you be there? The challenge is yours to face.

To find out how you can be part of Decipher's 1998 World Championship, visit the *Star Trek* CCG World Championship area of the Decipher web site at:

<http://stworldchamps98.decipher.com> or contact Marcus Certa (The Emissary) at 757-664-1155 or marcusc@decipher.com.

TM, ® & © 1998 Decipher Inc. All Rights Reserved. Star Trek and All Related Elements TM & © 1998 Paramount Pictures. All Rights Reserved. Used under authorization by Decipher Inc.

OPEN QUALIFIERS

July 5
Origins '98
Greater Columbus Convention Center
Columbus, OH

August 9
Gencon
Wisconsin Center
Milwaukee, WI

August 16
San Diego Comicon
San Diego Convention Center
San Diego, CA

September 6
Dragon Con
Atlanta Apparel Mart
Atlanta, GA

Date TBA
Euro Gencon
United Kingdom

Date TBA
Location TBA
Las Vegas, NV

Date TBA
Location TBA
Norfolk, VA

Date TBA
Location TBA
Netherlands

REGIONAL QUALIFIERS

May 23
Miscon Doubletree Edgewater
Missoula, MT

May 30
Lion And Unicorn
Birmingham, AL

June 6
Waterford West State School
Waterford West, Queensland,
Australia

June 14
Le Tog
Montreal, Quebec, Canada

June 20
Fantasy Shop
St. Charles, MO

June 20
Mayhem Collectibles
Clive, IA

June 20
Neutral Ground
New York, NY

June 27
Neutral Ground
Mountain View, CA

July 5
Star Hotel
Genova, Italy

July 11
Book Browser
Houston, TX

July 11
Hilton Suites
Brentwood, Tennessee

July 11
Sci-Fi City
Orlando, FL

July 11
Rochester Institute Of Technology
Rochester, NY

July 11
Newgate Mall Community Room
Ogden, UT

June 13
Jugendherberge Esslingen
Esslingen, Germany

July 18
Attatrix
Aurora, CO

July 19
Renfrew Park Community Centre
Vancouver (Burnaby), BC

July 19
Sci Fi World
Concord, Ontario, Canada

July 19
Buurthuis T'terphoes
Enschede, Netherlands

July 25
Goleta Valley Community Center
Goleta, CA

July 25
Michigan State University
Union Building
East Lansing, MI

July 25
Source Comics & Games
Falcon Heights, MN

July 26
Mind Games City Store
Melbourne, Australia

August 8
Top Deck Games
Tulsa, OK

August 8
Chamberlain Elementary School
South Burlington, VT

August 22
Wizards Of The Coast
Game Center
Seattle, WA

August 22
Games Galore
Raleigh, NC

September 6
North Chicago City Building
North Chicago, IL

Date TBA
Location TBA
Sioux Falls, SD

Date TBA
Location TBA
London, England

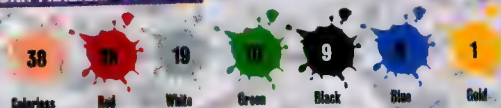
Date TBA
Location TBA
Malmö, Sweden

MAGIC DISSECTED

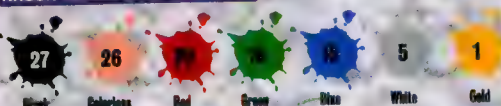
Top Magic Artists

Five artists have illustrated nearly one out of every five *Magic* cards produced to date (Alpha through *Stronghold*). This month, we're looking at these prolific painters and noting which colors they favor.

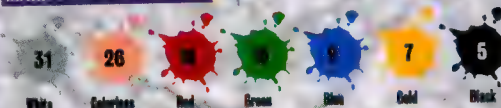
DAN FRAZIER: Total: 111



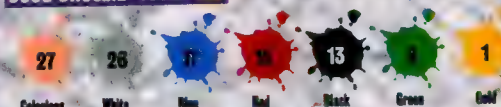
ANSON MADDOCKS: Total: 110



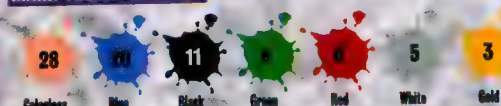
MARK POOLE: Total: 110



DOUG SHULER: Total: 108



MARK TEDIN: Total: 81



■ Tom Huskey

MAGIC PLAYER OF THE MONTH

RANDY BUEHLER, 26, from Pittsburgh, Pennsylvania
DCI STANDARD RATING: 1961 (68th in world)

"JOB": Grad student at the University of Pittsburgh working on a Ph.D. in the philosophy of quantum mechanics. He already has a BS degree in physics.

STARTED PLAYING *MAGIC*: September of '96. *Homelands* had just come out. Now that was the time to get into the game! I've got a whole closet full of Hazduhr the Abbot.

FAVORITE *MAGIC* CARD: I guess it's got to be Necropotence. It's incredibly powerful, not everyone knows how to use it properly, and it won me \$25,000.

FAVORITE NON-*MAGIC* GAME: Batterside baseball. I led a league full of my old college buddies wire to wire last year. I've also started playing *Deadlands: Doomborn*.

MY DREAM DATE: Taking my wife to a *Magic* tournament. Meeting her in the finals.

BIO IN BRIEF: Randy recently defeated two-time "Player of the Month" Jon Finkel to win the Extended Format North American Championships held in East Rutherford, New Jersey. He's also a contender for this year's Pro Tour Player of the Year award, having won Grand Prix Atlanta in March and finishing in the top 16 at Pro Tour L.A. and top 64 at Pro Tour New York. Last year, he showed his *Magic* prowess by winning Pro Tour Chicago and placing in the top 64 at Pro Tour Mainz.



Hell On Earth Coming Soon

Hidden in the core rules of *Deadlands*, the hit horror-Western RPG, is a cryptic reference to "something big happening in 1998." Turns out that "something" is hell itself.

With the fated year at hand, *Deadlands* publisher Pinnacle Entertainment has released the first details about this long-held secret project: They've been working the past two years on an alternate setting that moves the Weird West 200 years into the future. Titled *Deadlands: Hell on Earth*, the new game takes place in the year 2094. The Weird West has been devastated by a ghost-rock-bomb holocaust. Radiation and rubble combine with mad science, magic and the walkin' dead for a world that Pinnacle President Matt Forbeck describes as "very Mad Max."

Pinnacle is tight-lipped about the cause of the apocalypse, but *Deadlands* designer and author Shane Hensley said the secret lies with the Reckoners—diabolical entities who, in the 1800s, worked hard to make the Weird West into territories of terror. "The goal of the heroes is to go



Get ready for the Weird West 2094 A.D. in *Deadlands*' new *Hell on Earth* campaign setting.

around doing what heroes do and provide a little hope along the way to reduce the fear which feeds the Reckoners," he said. "The big difference, besides the post-holocaust setting, is that the Reckoners now walk the earth."

If you're on the side of the good guys, the idea that your world's going to collapse under a supernatural meltdown might be a little daunting; however, Hensley is quick to add that "*Hell on Earth* is one possible ending to the Weird West, not the only one."

Hell on Earth will be a stand-alone game—no *Deadlands* experience required. Players of the original will find the rules nearly identical, although certain troublesome elements, like the automatic weapons rules, have been revised. Before the book's release, Pinnacle will prime players with a set of adventures called *The Devil's Tower* trilogy.

The 244-page hardcover core rules will feature 32 color pages and sell at a suggested retail price of \$30. Look for its glowing radioactive green cover around August 6th, just in time for GenCon '98. ■ Jason Schneiderman

ATTITUDE ADJUSTMENT

Try Seeing

the world in a different light. Like the kind shed by a *vorpai blade* or a *holy avenger*.

The *ADVANCED DUNGEONS AND DRAGONS*® game has over 6,000 items of power waiting for your discovery. Rewards worthy of bold adventures.

Twenty years of development have kept the AD&D® game the first choice among roleplayers. No other game has as many monsters, magical treasures, or play options.

When it comes to the loot, the AD&D game has the goods.



Player's Handbook
TSR #2159
ISBN #0-7869-0329-5



DUNGEON MASTER™ Guide
TSR #2160
ISBN #0-7869-0328-7



MONSTROUS MANUAL™
TSR #2140
ISBN #1-56076-619-0

From here
you can GO
ANYWHERE

www.tsr.com
Customer Service (206) 624-0933

For a store near you check out
<http://locator.wizards.com>



Advanced Dungeons & Dragons

BEST SELLERS

TOP 10 CCGS

1. *Magic: The Gathering*
2. *Star Wars*
3. *Star Trek*
4. *Babylon 5*
5. *Deadlands: Doomtown*
6. *Legend of the Five Rings*
7. *BattleTech*
8. *Aliens/Predator*
9. *Dune*
10. *Shadowrun*

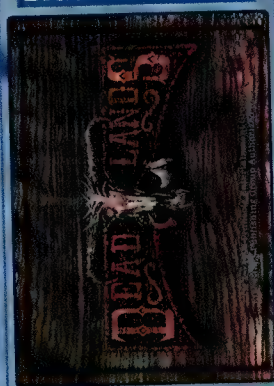
TOP 10 RPGS

1. *Advanced Dungeons & Dragons*
2. *Vampire*
3. *Rifts*
4. *Werewolf*
5. *Shadowrun*
6. *Deadlands*
7. *Star Wars: The RPG*
8. *GURPS*
9. *Mage*
10. *Babylon Project*

BIGGEST MOVER

Deadlands: Doomtown

Take a dynamite setting, add fun, innovative game mechanics, and you get a strong selling game that's likely to stay on the charts for some time.



Next Crisis for Rokugan

InQuest readers voted the Day of Thunder tournament at GenCon '97—where *Legend of the Five Rings* players determined how the game's story arc would be resolved—the year's coolest moment. But don't expect another event with the same epoch-making quality in '98.

"Nothing we do this year will be anything close in terms of story-line implications to what happened last year," said Ryan Dancey, *LSR* co-designer and Wizards of the Coast Brand Manager. As of this writing, the plans for GenCon '98 were up in the air. GenCon will host the *LSR* world championship, but "the focus is much more on the event itself, not on the (story) implications," Dancey said.



Prepare for another round of epic *LSR* duels at this year's GenCon. But don't expect another major story upheaval until next year.

"Current thinking is that we go for some big plot point every two years," Dancey said. He indicates that *The Hidden Emperor* plot will be tightly linked to the yet untitled *LSR* '99 story arc, so, "At the end of *Hidden Emperor*, the stage is set for really big changes and upheavals in next year's story. That plays nicely into the GenCon time frame for 1999, (and) lets the hype build to make the event really special." ■ Zen Faulkes

BLAST FROM THE PAST

A LOOK AT INQUEST'S FAVORITE CLASSIC GAMES

NAME: *CHILL*

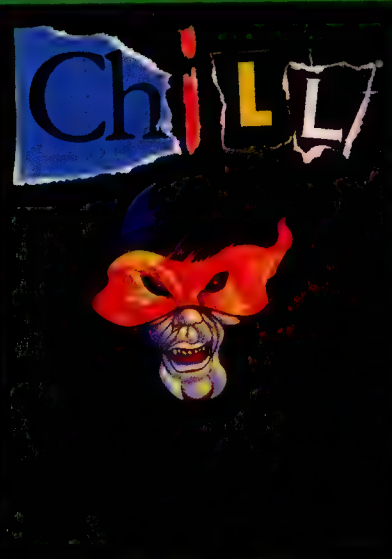
ORIGIN: Pacesetter Games, 1984; Mayfair Games, 1990

TYPE: Horror RPG

CONCEPT: As a member of S.A.V.E.—*Societas Argenti Viae Eternitatis*, "The Eternal Society of the Silver Way"—you are given allies, support and resources to explore supernatural mysteries. Basically, you hunt down supernatural threats and deal with them while combating your own fear and loathing. Your enemies are primarily agents of the mysterious "Unknown," a realm where almost all Bad Things come from and where Really Bad Things plan the destruction of All That Is Good. You were chosen because you had the misfortune of encountering the Unknown and living through it.

LEGACY: To some, *Chill* was just another game trying to cash in on the success of the horror classic *Call of Cthulhu*. But there are significant differences between the two games, differences that a small but dedicated army of fans have endeavored to ensure no one forgets. The main one is attitude; everything in *Chill* has an air of dark humor, without it being a dark humor game. A good analogy is whenever you find yourself chuckling along with Mulder at a grim joke in the face of yet another twisted horror on the "X-Files." In fact, *Chill* could have served as inspiration for the look and feel of that show, so strikingly similar are the styles. *Chill* was perfect for those who wanted to experience the thrill and mystery of the horror genre but balked at the inevitability of death or insanity that *Call of Cthulhu* offered.

AVAILABILITY: Sadly, Pacesetter closed its doors a long time ago, and Mayfair is out of the RPG business. There are no plans to do anything new for *Chill*, but copies can still be found with many retailers and distributors that specialize in older lines. ■ Sean Patrick Fannon



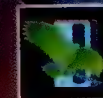
IDENTIFY YOURSELF.



Ghost Bear Deck



ComStar Deck



Jade Falcon Deck



Kurita Deck



Wolf Deck



Davion Deck



Smoke Jaguar Deck



Steiner Deck

Look inward. Are you Kurita? Ghost Bear? *BattleTech*: *Commander's Edition*™ decks now give you that option, right out of the box. Eight of your favorite factions bristle with elite cards. With the Jade Falcon deck, you mobilize

Jade Falcon 'Mechs. You command Jade Falcon pilots. You are Jade Falcon. *Commander's Edition*'s redesigned faces, retooled text, and one new card—unique to your faction—make the future of 'Mech® combat a personal affair.

Check out <http://locator.wizards.com> for a store near you.
Customer Service: (206) 624-0933
Website: www.wizards.com/BattleTech



TRADING CARD GAME



WIZARDS OF THE COAST and *Commander's Edition* are trademarks of Wizards of the Coast, Inc. *BattleTech* and 'MECH are registered trademarks of FASA Corporation. The *BattleTech* universe is protected by copyright, owned by FASA Corporation and used under license. ©1998 Wizards of the Coast, Inc.

• **TSR** has postponed the Xena and Hercules *Endless Quest* dice games until at least 1999, citing production problems.

• **R. Talsorian Games** has returned to work after a two-month break from the gaming industry. Its first new release will be a *Dragonball Z* game due out in August.

• Steve Jackson Games will release a 32-page distillation of the basic **GURPS** rules for free. Called *GURPS Lite*, it's available now on their web site and will be printed and distributed later this year.

• Fans of *Car Wars* should make their way to the Traction in Denver, Colorado, for the **2048 World Dueling and Racing Championships**, September 17th through 20th. Full details are available on-line. <http://www.io.com/~rdeis/2048WC.html>

• Universal is developing a **Xena: Warrior Princess 3D adventure game** for the Sony PlayStation and hopes to lure Lucy Lawless to supply her character's voice.

• Gathering of Developers is developing a sequel to Microprose's classic strategy game *Railroad Tycoon*, which will be released at year end. It features a 3D engine and lets players control over 34 cargo trains and 51 train engines, dating all the way back to 1804.

• **LucasArts** is developing both a "Star Wars: Episode One" and an Indiana Jones game that will be similar in play to *Tomb Raider*.

• **Jerry Springer** will guest star as himself in this year's "Treehouse of Horrors" episode of "The Simpsons."

• **UPN's** animated "Dilbert" series premiering in January will feature the voices of Daniel Stern (Dilbert), Chris Elliott (Dogbert), Kathy Griffin (Alice), Gordon Hunt (Wally), Larry Miller (the boss) and Jackie Hoffman (Dilbert's mom).

• Fox Kids Network will add "The Mr. Potato Head Show" to its Saturday morning line-up this fall. The title character plays a network TV star in this animated series.

• Mr. Bill will return with his own sketch comedy series, "Mr. Bill Presents," when the Fox Family Channel launches in mid-August. The series will include original Mr. Bill shorts as well as shorts from around the world.

• Fox Family Channel is developing

a new "Addams Family" TV movie, which will star Tim Curry and Darryl Hannah in the lead roles. FFC is also working on live-action films starring Richie Rich and Casper.

• Jonathan Lipnicki ("Jerry Maguire") has signed on to play the lead in "The Little Vampire," a film based on an Angela Sommer-Bodenburg's series of children's novels about a boy who befriends a family of vampires.

• Gus Van Sant ("Good Will Hunting") is planning a shot-for-shot remake of Alfred Hitchcock's "Psycho" and has lined up a cast that includes Vince Vaughn, Anne Heche, Julianne Moore, Viggo Mortensen and William H. Macy.

• Arnold Schwarzenegger is assisting with the development of Dimension's "Total Recall" sequel and may return to star in it. Jonathan Frakes ("Star Trek: TNG") is expected to direct.

• Mel Gibson is expected to begin production on his adaptation of "Fahrenheit 451" next spring. He'll direct the film and is also expected to star.

• **USA** has renewed "La Femme Nikita," "Pacific Blue" and "Silk Stalkings" for another season of 22 episodes each. The cable network will premiere a new series based on the Sandra Bullock film "The Net" next month.

• "Buffy the Vampire Slayer" character Angel will get his own spin-off series come the fall of 1999. In the series, which will continue to interact with Buffy, Angel (David Boreanaz) will relocate to Los Angeles to fight other evils.

• John Carpenter's "Vampires" is set for release this September. Based on the novel, *VampireS*, by John Steakley, the film follows a team of vampire hunters assigned by the Vatican as they attempt to destroy a nest of the fanged undead hiding out in New Mexico.

• **Stephen King's** "Carrie" and the Wes Craven film "Wishmaster" have sequels currently in production.

• The Lego Group has acquired the global rights to sell Legos based on the "Star Wars" films. Lego plans to release an initial assortment early next year based on the original "Star Wars" trilogy and follow it up with an assortment based on the first "Star Wars" prequel, due out in May 1999.

By Sean (SeanJordan@aol.com)
Jordan & The InQuest Staff

Islands of Adventure Near Completion

Dale Mason gets paid to ride the rides at the Islands of Adventure amusement park in Orlando, Fla. From the intertwining tracks of the Dueling Dragons roller coaster in the Lost Continent, to the 200-foot drop down Dr. Doom's Fearfall on Marvel Super Hero Island, to the moving menagerie of colorful characters carried by the Caro-Seuss-El at Seuss Landing, Mason does 'em all—and the best part is, he doesn't have to wait in line.

That's because Islands of Adventure (see "IQ News: Dueling Dragons on an Island of Adventure," *InQuest* #28) won't open until the summer of 1999 and because Mason, the director of creative development, is responsible for ensuring that the park comes together according to design.

Mason calls himself the "old man" of the project, having joined the original five-person design team in 1991; now 100 designers, 100 engineers and 100 project administrators oversee the 100 contractors and 2,000 workers who are building the new park.

A typical week for Mason, a San Francisco resident, goes something like this: "Monday, I'm flying from the West Coast

[to Orlando]. Tuesday, I'm out on site. Wednesday, I might be flying anywhere from Toronto, where Triceratops Encounter is being done, to New York, where Cat in the Hat is being done, to New Orleans, where Dueling Dragons are being done. Thursdays, I'm almost always on a plane



The Incredible Hulk Coaster (top) and Jurassic Park "Island" (below) should be operational next summer.

back to Los Angeles. Fridays, I'm directing the Atlantis film."

The Atlantis film is actually "Poseidon's Fury: Escape from the Lost City." This walk-through attraction in the park's fantasy-themed Lost Continent will combine six minutes of computer animation with live effects to create a battle between two Greek gods. "It has one of the world's largest magic tricks in it," Mason teases, refusing to reveal more.

Islands of Adventure is just one part of the new \$3 billion Universal Florida resort set to open next summer.

Matthew E. Milliken

BATTLEGROUND

YOU ARE THE WEAPON
LET THE BATTLE BEGIN

These are the opening volleys in a war that will determine the future of mankind — and the outcome is up to you. Trinity: Battleground is an in-your-face battle of psionics and biotech weapons against the twisted powers of the Aberrants. Battleground is a stand-alone miniatures game that's fully compatible with the Trinity RPG. Your roleplaying character can be converted easily into a heroic Battleground warrior — not a faceless minion — who takes the fight to the Aberrants, once and for all.

The Battleground boxed set contains 20 hand-cast high-definition plastic miniatures, terrain, rules, dice — everything you need to play. Also look for forthcoming Trinity: Battleground Terrain Sets and blister-packed pewter miniatures.



AUGUST

DS9 to Redefine Star Trek CCG

Though new rules are a given with any *Star Trek Customizable Card Game* release, this summer's *Deep Space 9* expansion looks like it will completely redefine the game.

Not only will Decipher's newest CCG—set on a Federation base situated at one end of a worm hole leading to a newly discovered quadrant of the galaxy—be a stand-alone game with new systems to integrate it into the CCG universe, the expansion will also introduce two new affiliations—Bajorans and Cardassians—and set the stage for the much anticipated arrival of the Dominion.



Cardassians like Gul Dukat are entering the CCG universe with *DS9*.

Star Trek: Deep Space 9 is scheduled to be a 260-plus card set sold in 60-card starter decks and nine-card booster packs. "The starter decks have been designed to be playable out of the box," said Matt Mariani, marketing director at Decipher. This is a first for Decipher and should make the game much more user friendly for beginners and casual players.

Though you'll be able to find Commander Sisko, changeling Odo and everyone's favorite Ferengi, Quark, in the set, you won't get Lt. Commander Worf or the *U.S.S. Defiant*. Neither featured prominently in the early years of the show and should see their debut in a follow-up expansion. ■ Mike Mikaellan

MAGIC UPDATES



Wizards of the Coast released no new rulings this month.

Q: If my opponent Counterspells one of my spells, is it possible to use a Deflection to cause the Counterspell to counter itself?

A: No. Interrupts can only target the spell they are interrupting, so a Counterspell is never a legal target for itself.

Q: If I have a Mogg Fanatic and a Goblin Bombardment in play, and a Goblin Grenade in my hand, can I sacrifice the Mogg to use its inherent ability, activate the Bombardment and cast the Grenade?

A: Cards/effects requiring sacrificing a creature count only towards one cost. Once you've sacrificed the Fanatic to pay for one spell or ability, it doesn't exist to sacrifice to another, even if you play the spells and abilities in response to each other. The most damage you could deal in this situation would be five, by casting the Goblin Grenade.

Q: I have a Bösium Strip in play, and the top card of my graveyard is an Elvish Fury. After using the Bösium Strip's ability, can I cast the Elvish Fury with Buyback to return it to my hand?

A: When you cast a spell using Bösium Strip, the spell card in your graveyard is removed from the game when the spell is announced, which means that Buyback cannot return it to your hand during resolution.

Q: There is a Bubble Matrix in play. I cast Overrun and attack with my River Boa. My opponent blocks with a Llanowar Elf. Does the Elf absorb all the trample damage?

A: Bubble Matrix reduces the damage to zero instead of making the creature unable to receive damage at all. The trample damage will be assigned to the Llanowar Elf as normal, but will be reduced to zero before trample redirection occurs so your opponent won't take any trample damage.



"Gee 'IQ Confidential,' how can I get a cool job like yours?" I was asked the other day. Well, the answer is simple: Get really good at English! The first step is remembering simple rules like: Don't use a big word when a diminutive one will suffice. Stamp out and eliminate redundancies. And don't never use no triple negatives. The second step is developing abnormally large ears so you can hear stuff like:

- The 4th of July is the target launch date for an RPG targeted at the previously unknown militia roleplaying niche. Titled *The Second American Revolution*, the game postulates a near-future scenario where the president of the United States seizes complete control, sparking an armed rebellion. It's being published by industry newcomer MAC-CONUS Games; that stands for Military Assistance Command—Continental United States for you civilians out there.

- *Troll*, the RPG magazine launched last year (see *InQuest* #30), is dead after publishing three issues. The main problem was no advertisers. "We just weren't getting companies interested. We had a total of three paid ads (in three issues), and there was no way for us to make ends meet," said *Troll*'s editor Rick Stalder. But Stalder's not bitter, saying: "For me this was a chance of a lifetime. I got to work with some of the finest people in the gaming industry. My only regret is that I couldn't make it work out."

- Fans of J.R.R. Tolkien's epic fantasy series will thrill to the news that Sierra On-Line is laying the groundwork for a massive multiplayer on-line *Middle-earth* game. *Middle-earth Online* will harness the technology behind its popular online game *The Realm* and will support thousands of simultaneous users. Set in the Third Age years after the fall of Sauron, *Middle-earth Online* will allow players to run hobbits, elves, dwarves and other staples of Middle-earth. The game should enter beta testing in mid-1999.

- Rumors are bouncing around that game licensing heavyweight West End Games—*Star Wars RPG*, *Men in Black RPG*, *Hercules & Xena RPG*... You get the idea—may be for sale. Wizards of the Coast has allegedly expressed interest in the company. If WotC is weak in any gaming category it's big licensed properties. Acquiring the *Star Wars RPG* would fill a big hole for them.

- *Cities and Knights* is the working title for the next *Settlers of Catan* expansion. It will allegedly include such additions as city improvement cards—political, military and trade—which will replace the development deck, giving new focus to the game. Also look for barbarian hordes which can ravage your settlements if you fail to fortify them and a new role for knights, which will be able to attack in new ways.

While you can't go wrong with solid English skills, there's a downside to having abnormally large ears: The Q-tip bills will kick your ass. But if you have both and want to write for "IQ Confidential," send your best rumor to: IQSecrets@aol.com

"These games are like nicotine patches for die-hard gamers."

Gamer Magazine

[ONDECK]

Marvel Super Heroes

REVIEWING
THE LATEST
RELEASES
IN GAMING

Some of you out there are undoubtedly feeling a little déjà vu: The original *Marvel Super Heroes* roleplaying game came out more than a decade ago. This isn't a new edition, though—you'll find little of the random, restrictive system of yesteryear in this set. Instead, TSR has taken the license and attached it to their card-based SAGA system. The result might end up giving *Champions* a run for its money.

One of the reasons that the new game succeeds is that the SAGA system is surprisingly adaptable as a game engine. The 96-card deck uses traditional elements like value and suit in original ways, allowing for characters to occasionally achieve incredible successes or, through their actions, give the advantage to their enemies. Each card also has a comic-book style plot event, like an interdimensional rift or a surprise betrayal, that the Narrator can drop into the story to make the heroes' lives a little more complicated.

The other big point in *MSH's* favor is its commitment to genre. Everything about the game, from combat to character advancement, is designed to impart the feel of a Marvel comic book. The game encourages the GM and players to embrace dramatic plot twists and rapid-fire action scenes over precise simulation.

However, the negative side of genre-commitment is stereotype reinforcement, and sometimes what works in the comics is inappropriate for gaming. Each hero and villain has a "calling," an alignment-like tag that indicates why they got into the span-dex business. Each of the SAGA plot events is attuned to a particular calling; the Natural Disaster most strongly affects those with the Protector calling. Respond well to such events and your character will be rewarded. Otherwise, the Narrator is empowered to put you on the wrong end of a ridiculous Marvel plot—think teenage Iron Man or the werewolf Captain America.

There are two methods of character creation: either convert your favorite comic hero or villain into game terms or use the SAGA deck to randomly generate

"Finally, a superhero game that might give *Champions* a run for its money."



stats and scores. Of course, there's no law saying you can't use the conversion tables to "adapt" a character of your own creation. Skills and super-powers come from a list of discrete effects and stunts—tricks that your character has learned to pull off. If you were feeling heretical and wanted to play Superman, for example, you'd choose powers like Flight and Enhanced Senses with the "Penetration Vision" stunt. (That 'super-breath' is actually a Strength skill.) For every effect, there's a power, which makes it much easier to make characters with esoteric abilities like Luck Control or Reality Warping in *MSH* than in other systems.

Although it's possible to take the *MSH* system and play in a different setting, everything about it seems tailored for Marvel's genre conventions.

Appropriately, the boxed set comes with a collection of famous Marvel heroes and villains, from Spider-Man to the Absorbing Man, presented with full write-ups so that you can work them into your game or reverse-engineer a character from them. There's also a complete history of the Marvel universe, from the creation of the cosmos to the "Heroes Reborn" plot. A few errors aside, it does a good job of presenting the setting, with all the silliness and drama inherent therein. **Jason Schneiderman**

THE GOOD

- It's the Marvel Universe, a setting that's supported 50 years of stories. Hard to screw that up.
- The advice on roleplaying heroes and villains should be required reading for anyone considering doing supers gaming, no matter what the system.

THE BAD

- The rules for technology are unclear and border on contradictory.
- Narrators are encouraged to keep tighter control than in most systems, while players are given more chances to powergame. Both tendencies can be very annoying.

THE UGLY

- "Play the RPG! Play the dice game! Buy the action figures!" The Mighty Marvel Marketing Machine kicks into high gear in the appendices. I was expecting a plug for Spider-Man chewable vitamins by the last page.

[ONDECK]

Doomtown, Episode #3

After a test-drive with *Legend of the Five Rings's* Scorpion Clan Coup, Five Rings Publishing has kicked off its innovate Rolling Thunder release system and hit the ground running. The first stop? *Doomtown, Episode #3: The Sweetrock Mining Company*.

One of the claims FRPG makes is that you won't need to buy cards from previous sets. Amazingly, they're right. In fact, it's easier to make a playable deck out of an *Episode #3* starter than out of one of the three initial starters. Half the cards in the deck are from the new expansion, the other half are from Episodes 1 and 2. Put the two together and you've got everything you need to make a playable, albeit non-killer, deck.

So how does *Episode #3* rank as an expansion? To put it simply: The Sweetrockers are *sweet*. With the highest starting ghost rock, highest upkeep production and the best special ability around (Stud-1 in low-ball), Sweetrock is easily the best outfit in Gomorra. Their main man Howard Findley has a whopping 5 influence and Jim MacNeil is one of the best and most efficient-cost gunfighters around. Plus, dudes like Max Baine and the Big Jake/Scooter combo give a lot of bang for your buck.

The 52-card set makes room for the other outfits as well. There are two new dudes for each of the original outfits including the insanely powerful Law Dog Judge Henry Warwick, who can start a noon job to assemble a posse to ace any Wanted dude. The Collegium gets two more victory-point-yielding gadgets and the Blackjacks...well, unfortunately it's now clear which outfit is the crappiest.

There are also quite a few great all-purpose cards, like the poker-helper Ace in the Hole, the shootout-ending Pistol Whip, the first harrowed dude (Ezzie the Harlot) and Ambush—the antidote for decks that sit at home. Still no spells, but there is a Huckster...

Episode #3 adds a lot to the game: New cards worth building decks around, plenty of cards to enhance old strategies and an awesome new outfit that's loads of fun to play. Is it collectible? Well, with a little luck, a starter and six boosters is all you need to nab a set. Kick ass. So don't get caught with yer pants down—hop on your roan and head out to town to pick up the goods. **Jeff Hannes**

"Sweet!"



JULY RELEASES

AD&D: Greyhawk: The Adventure Begins
You like customizable card games, right? Now there's customizable adventures. Whether it's the fabled city of Greyhawk, the unfathomable Myr Dyr or the deadly Bright Desert, these dungeon treks make each quest a player's own creation. TSR. 128 pages. \$19.95.

AD&D: Return to the Tomb of Horrors
AD&D's greatest adventure is back... sort of. The *Tomb of Horrors* was a super-deadly dungeon chock full of traps to kill the unwary and an ultra-powerful demi-lich to *really* kill the unwary. Now, an evil has returned to the tomb and it's spreading into the surrounding land. Hack 'n slash galore. TSR. Boxed Set. \$29.95.

AD&D: Villains' Lorebook
Villains make the world go around... At least, they should in your campaign world. Well, this accessory assembles the various miscreants and knaves from *Forgotten Realms* and compiles them with ready-to-go game stats. TSR. 160 pages. \$22.95.

Alternity: Star Drive Campaign Setting
Welcome to the 26th century. *Alternity's* first campaign setting huris you into the midst of far-future technology, strange alien species, stellar nations and the Galactic Concord—a plane that flies you really fast to the edge of the galaxy... or something like that. TSR. 256 pages. \$29.95.

Alternity: Star Drive Alien Compendium
This full-color book presents more than 60 aliens unique to the *Star Drive* campaign setting. Includes goodies like homeworlds, social organizations, skills and abilities, motivations and roleplaying suggestions for campaign integration. TSR. 128 pages. \$21.95.

Ars Magica: Festival of the Damned
Two classic *Ars Magica* adventures under one cover. In "The Ghoul of St. Lazare," the discovery of a corpse draws the PCs into dark doings in the sleepy village of Vézay, while in "Festival of the Damned," they return to Vézay to prevent the forces of Hell from making a mess of Easter Week. Atlas Games. 104 pages. \$17.95.

BattleTech: Commander's Edition
It's a whole new look for the *BattleTech* CCG with this third basic edition. The card faces have been redesigned for easier comprehension, and jazzed up to look cooler. Eight partially preconstructed starter decks are themed according to the main factions. Wizards of the Coast. 60-card starter decks; 15-card booster packs. \$8.99 per starter. \$2.99 per booster.

continued on page 34

the box

MARVEL SUPER HEROES

PUBLISHER: TSR
LEAD DESIGNER: MIKE SELINKER
GENRE: SUPERHERO
FORMAT: BOXED SET, INCLUDING 204-PAGE GAME BOOK,
64-PAGE ROSTER BOOK AND 96-CARD SAGA DECK
RELEASE: JUNE 1998
SUGGESTED RETAIL: \$24.95



Xena: Warrior Princess

"What Xena game would be complete without a Frying Pan Assault?"

Call of Cthulhu: Before the Fall
Before the Feds laid waste to the isolated little town of Innsmouth, Massachusetts, it was the spawning ground for a ghastly band of Deep Ones. These four adventures are set before the Government Raid of 1928, when the Deep Ones still thrive and plan their nefarious deeds in dark watery caverns beneath the degenerate hamlet. Chaosium. 64 pages. \$11.95.

Conspiracy X: Sub Rosa: The Conspiracy Sourcebook
Hundreds of organizations hide in the shadows of Aegis and Black Book with their own agendas—from the achievement of personal power to the acquisition of supernatural knowledge. *Sub Rosa* includes several new conspiracy types and how they operate in the face of Aegis, as well as new processes for character and conspiracy creation. Eden Studios. 128 pages. \$18.

Deadlands: Tales of Terror: 1877
Deadlands' alternate history moves forward another year. Find out about all the pivotal moments in the ever-expanding story of the Weird West. Pinnacle Entertainment. 128 pages. \$20.

Hercules: The Legendary Journeys
Now you can play the *Hercules* card game with the *Xena* card game... or maybe even match up Hercules against lasers and superheroes in the *C-23* card game. The best thing about the Arc System is that its worlds are interchangeable. Wizards of the Coast. 40-card starters. 12-card boosters. \$7.99 per starter; \$2.49 per booster.

GURPS Traveller
The vast scope of the Third Imperium is now open for adventuring under the *GURPS* system. Be on the watch for all of the merchants, spies, mercenaries, pirates and mega-corporate troubleshooters that made the original game a classic. Includes *GURPS Lite*, simplified *GURPS* rules that let you use this book all on its own! Steve Jackson Games. 208 pages. \$26.95.

In Nomine: The Final Trumpet
Book V of *In Nomine's* Revelations Cycle. As the flames of war spread across the world, the angels and demons prepare for battle. Can you save the world from total destruction? More importantly, should you? Steve Jackson Games. 128 pages. \$19.95.

L5R RPG: Way of the Scorpion
The villainous Scorpion clan has its fingers in all of Rokugan's pies, and here's your chance to learn the gory details. This clan supplement includes advanced poisons, rules for playing the Bayushi Courtier and the Shosuro Assassin. And if you want to learn the "truth" about the Scorpion/Ninja myth, look no further. Alderac Entertainment. 128 pages. \$14.95.

continued on page 36



Over the past few years, the beautiful but deadly warrior princess Xena has gained fame and acclaim as the star of her own...collectible card game? Yes, the mightiest heroine of the ancient world has become the latest entry into the rapidly growing fray of licensed CCGs, courtesy of Wizards of the Coast.

The newest release to utilize the ARC gameplay system, the game offers new and inexperienced gamers a taste of what the card game world has to offer without drowning them in the daunting errata of *Magic: The Gathering*. Under this system, players use 40-card decks which are limited to three colors, and instead of draining life points, need only concentrate on running their opponents out of cards.

There are a few innovations here worth noting; character cards have all been designated as "good" or "evil," while larger characters have been tagged "Fearsome," meaning they are unblockable to a degree. These characteristics allow for a greater level of theme deck construction than would otherwise be available. Alas, the "good" and "evil" designations have no effect on actual game play, a regrettable failing given that a major theme of the show is Xena's redemption from a dark past.

The game does effectively capture the swashbuckling spirit of the television series though. Packed with more swordsmen, lizard warriors and legbreakers than you can shake a longsword at, all the cards feature pictures and text from the show. Naturally the main characters of the show, Xena, Gabrielle—and even Argo—are present, and each possesses a unique ability that makes her an asset to gameplay. Fans will also be happy to note that the campy humor of the show is well represented; after all, when your opponent throws an Overprotective Father at you, what choice do you have but to hit him with a Frying Pan Assault?

Overall, *Xena: Warrior Princess* is a great deal of fun for gaming newbies, and thanks to the game mechanics, is extremely easy to learn. While this will be advantageous in tapping into the legion of

Xena fans who'll no doubt pick up the cards without having any gaming knowledge, the lack of complexity will likely leave experienced gamers scrambling for their *Magic* decks. However, the versatility to mix cards from all ARC games will certainly provide some unique gaming scenarios, especially with the *Hercules* game on the horizon. Battle on, Xena! —Dan DiGiacomo

the box XENA: WARRIOR PRINCESS

PUBLISHER: WIZARDS OF THE COAST
GENRE: FANTASY
RELEASE: MAY 1998
PACKAGING: 40-CARD STARTER DECKS;
12-CARD BOOSTER PACKS
SUGGESTED RETAIL: \$7.99 PER STARTER; \$2.49 PER BOOSTER

"CATCH ME IF YOU CAN!"

Can you beat the bad guys at their own game?

Get into the new MARVEL SUPER HEROES™

Adventure Game and find out if you

can take down the most diabolical villains

ever created. It's the whole

MARVEL UNIVERSE™ in one box, with

easy-to-learn game rules that will have you

playing immediately.

Heroes aren't born, they're made.

MARVEL SUPER HEROES™
Adventure Game
TSR #6926
ISBN #0-7869-1227-8
Available July

X-MEN™ Roster
TSR #6927
ISBN #0-7869-1228-6
Available August

X-MEN: Who Goes There?
TSR #6928
ISBN #0-7869-1229-4
Available August



www.tsr.com
Customer Service
(206) 624-0933

For a store near you check out
<http://locator.wizards.com>

MARVEL SUPER HEROES, MARVEL UNIVERSE, the MARVEL Comics logo, and the characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. ©1998 Marvel Characters, Inc. All rights reserved. ® and ™ designate trademarks owned by TSR, Inc. unless otherwise noted. ©1998 TSR, Inc. All rights reserved. The Marvel game is produced under license from Marvel Characters, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.



Go to your participating game store in July and get your FREE Promotional Fate Cards!

While supplies last

JULY RELEASES

Mage: Crusade Lore
Crusade Lore is the storyteller screen for *Sorcerers Crusade*. On the gamemaster's side are all of the game's important charts and information; on the players' side, beautiful art by Larry Elmore. Bundled with the screen is a 72-page book containing all the rules and information for *Sorcerers Crusade* that White Wolf couldn't cram into the main rulebook. White Wolf. 72 pages. \$15.

Marvel Super Heroes: X-Men Roster
What would your team of X-Men be? Cyclops, Storm, Colossus, Nightcrawler, Phoenix and Wolverine? Or would it be Sunfire, Thunderbird, Cannonball, Marrow and Maggot? This reference guide lets you incorporate the X-Men's friends and foes into your RPG campaign. TSR. 128 pages. \$17.95.

Middle-earth CCG: The Balrog
This *Lidless Eye* expansion lets you forget about Sauron and the Ringwraiths and take the reins as the true king of the Under-deeps—the Balrog. The 100+ card set includes several Balrog-themed cards including three manifestations, a slew of Balrog-only Under-deep sites and, of course, new minion and hero resources. Iron Crown Enterprises. 12-card booster packs. \$3.25 per booster.

Rifts World Book 18: The Magic of Russia
This book picks up where *Warlords of Russia* ends, as the focus shifts from the military and mechanical aspects of the Warlords to the mystic and monstrous of the country's inhabitants. Includes info on Russian magic, gypsies, adventure ideas and a dangerous link between Russia and the Americas. Hammer and Sickle still not included. Palladium Books. 160 pages. \$18.95.

RoboRally: Radioactive
After-hours antics take the robots to the nuclear reactor core of the Widget Factor, introducing radioactive danger and plutonium pandemonium into the *RoboRally* board game. Now, if only it came with glow-in-the-dark pieces. Wizards of the Coast. \$17.99.

Shadowrun TCG: Corp War
This 90-card expansion to the *Shadowrun TCG* introduces players to the corrupt, backstabbing corporate world of 2060 as a power struggle rages for control of the Awakened world. It's war, and the Runners are on the front lines. FASA. 15-card booster packs. \$2.99 per booster.

Werewolf: Hengyokai
Ever wonder about those mysterious shapeshifters of the East? Get the inside dope in Hengyokai. Learn how the Tengu differ from their Western Corax brethren and how they view the face of the Eastern Umbra. Uncover the secrets of the elusive Kitsune werefoxes. The latest in the Year of the Lotus series. White Wolf. 192 pages. \$20.

Wraith: Doomslayers: Into the Labyrinth
This *Wraith* supplement contains everything a Spectre-hunter needs to kick Malfean booty—details on the interior of the Labyrinth, inside information on the factions in the Oblivion War and tips on stalking Malfeans. There's also advice for hunting and destroying Spectres on their home turf—not that it's recommended. White Wolf. 168 pages. \$22.

GAME REVIEWS

[ONDECK]

Player's Guide to Greyhawk

The oldest AD&D setting is back. Sort of. The *Player's Guide to Greyhawk* attempts to function as a world guide for your players, giving them a taste of the game world without giving away Dungeon Master secrets. That's not an easy order for a gaming supplement—the *Player's Guide* manages, but it stumbles along the way.

Much of the information is culled from *Greyhawk* supplements of the past, and generally, readers should have no qualms about the components of the book. Kits which allow players to actually play within specific orders of Oerth—the continent where the city of Greyhawk lies—add some keen touches, allowing players to customize their party more to the *Greyhawk* setting. However, while organizations like the Knights of the Order of the Hart are cool, others, such as the *Greyhawk* Thugs, are très weak in comparison.

The *Player's Guide* shares a problem with most game supplements of this type: too much information on some topics and not nearly enough on others. And the decision about what stays and what goes doesn't always seem to stem from game design needs. For example, the Circle of Eight is prominently featured—almost too prominently. Is this because the Circle is extremely cool or because TSR just released the *Return of the Eight* adventure? On the other hand, some of the major players in the Flanaess have gone missing. The ads for the new *Greyhawk* products herald a return to the AD&D days of old, when words like "devil" and "hell" were thrown around freely—so where the hell are the villains like Vecna who made *Greyhawk* a classic?

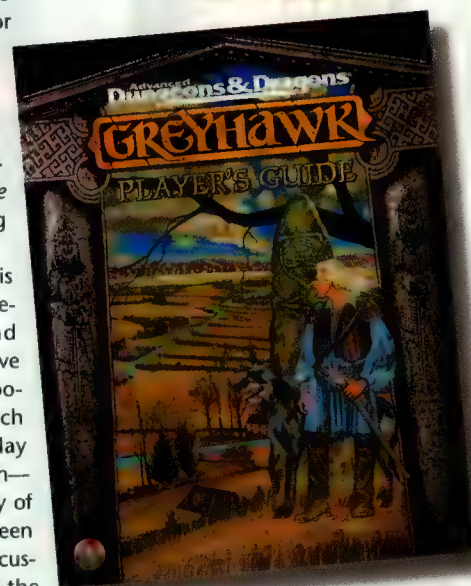
While many sections, such as the race and religion info, are careful not to burden the players with information their characters probably wouldn't know, similar care is not taken in other areas, particularly the history section. DMs should closely examine the entire book and black-out sections that give their players inappropriate information.

the box

PLAYER'S GUIDE TO GREYHAWK

GAME: AD&D
PUBLISHER: TSR
AUTHOR: ANNE BROWN
GENRE: FANTASY
RELEASE: JUNE 1998
FORMAT: 64-PAGE SOFTCOVER WITH MAPS
SUGGESTED RETAIL: \$13.95

"Where the hell is Vecna?"



Don't get me wrong; this is a good aid to introduce players to the world without giving too much away; however, it is merely good. *Greyhawk* is the grandpappy of gaming worlds, and the *Player's Guide*, while decent, hardly does the subject justice. —Brent Fishbaugh

Qualify for the \$150,000 Pro Tour—Chicago

Format:

Tempest™-Stronghold™-Exodus™ Limited format with Booster Draft finals.

Structure:

Modified Swiss-style, with the Top 8 playing in a single-elimination draw for prizes and invitation(s).

Restrictions:

Qualifier tournaments are only open to players who have not yet qualified for ProTour—Chicago.

The deadline for advance phone registration is 5:00 P.M. on the Wednesday prior to tournament date.

6/27/98	Albuquerque, NM 505-265-6100 Seattle, WA 206-675-1608 Indianapolis, IN 800-529-3976 Anchorage, AK 907-274-4112 Los Angeles, CA 714-444-4566	7/18/98	Miami, FL 770-753-0030 High Point, NC 910-889-9900 Dallas, TX 316-946-1055 Detroit, MI 800-529-3976 Los Angeles, CA 714-444-4566	8/1/98	Eugene, OR 541-485-0375 Boston, MA 770-753-0030 High Point, NC 910-889-9900 Wichita, KS 316-946-1055 King's Island, OH 800-529-3976 Honolulu, HA 808-596-8236 Phoenix, AZ 714-444-4566	8/22/98	Myrtle Beach, SC 910-889-9900 Vancouver, BC 604-521-4471 Chicago, IL 770-753-0030 Toronto, ON 905-524-5725 New Orleans, LA 713-680-1870 Pittsburgh, PA 800-529-3976 Los Angeles, CA 714-444-4566
6/28/98	Indianapolis, IN 800-529-3976	7/19/98	Rochester, NY 716-427-2190 Windsor, ON 800-529-3976 Harrisburg, PA 800-852-2442	8/2/98	Ft. Wayne, IN 847-222-1994 Lubbock, TX 806-763-4054 Bay Area, CA 650-947-0398	8/23/98	Boston, MA 617-666-5799 Edison, NJ 800-852-2442 Syracuse, NY 212-633-6320
7/3/98	Columbus, OH 800-529-3976	7/25/98	St. Paul, MN 847-222-1994 Salt Lake City, UT 801-968-6365 Indianapolis, IN 317-578-3459 Bay Area, CA 650-947-0398	8/8/98	Seattle, WA 206-675-1608 Orlando, FL 770-753-0030 Houston, TX 713-680-1870 Milwaukee, WI 800-529-3976 New York, NY 212-633-6320	8/25/98	Chicago, IL 847-222-1994 St. Paul, MN 847-864-3542 Baltimore/Washington 301-881-3530 Bay Area, CA 650-947-0398 Denver, CO 303-366-3977
7/4/98	Charlotte, NC 910-889-9900 Columbia, SC 770-753-0030 Columbus, OH 800-529-3976						
TBA	Kansas City, KS 913-962-4263	7/5/98	Madison, WI 920-484-3006				
7/11/98	Chicago, IL 847-222-1994 St. Louis, MO 847-864-3542 Bay Area, CA 650-947-0398 Edmonton, AB 403-483-2669 Seattle, WA 206-675-1608 Knoxville, TN 770-753-0030 Dallas, TX 713-680-1870 Washington, DC 301-881-3530 Columbus, OH 800-529-3976 Boston, MA 617-666-5799 Louisville, KY 847-222-1994 Lincoln, NE 402-434-5056 Fon du Lac, WI 920-484-3006	7/12/98	Atlanta, GA 501-661-0870 Denver, CO 303-366-3977 Seattle, WA 206-675-1608 Birmingham, AL 256-880-3726 Richmond, VA 770-753-0030 Houston, TX 713-680-1870 Atlanta, GA 770-753-0030 Columbus, OH 800-529-3976 Montreal, QC 514-849-5696 Pittsburgh, PA 800-529-3976 Edison, NJ 800-852-2442 Chicago, IL 847-222-1994 St. Louis, MO 847-864-3542	8/9/98	Seattle, WA 206-675-1608 St. Louis, MO 847-222-1994 Madison, WI 847-864-3542 Worlds '98 206-675-1608 High Point, NC 910-889-9900 Birmingham, AL 770-753-0030 Valley Forge, PA 800-852-2442 Louisville, KY 847-222-1994 St. Paul, MN 847-222-1994 Indianapolis, IN 317-578-3459	8/15/98	
7/18/98		7/26/98		8/16/98		8/30/98	Ft. Wayne, IN 847-222-1994 Detroit, MI 810-774-6137 Rochester, NY 716-427-2190 Iowa City, IA 319-338-0086

Call your local organizer for tournament fee, location, and advance registration. For more information on the Pro Tour or Qualifiers near you, call Wizards of the Coast® Customer Service at (206) 624-0933 or visit our website at www.wizards.com/ProTour



YAHOO!

MCI

MAGIC The Gathering

Wizards OF THE COAST

GAME REVIEWS [ONDECK]

Demon Hunter X

Chalk one more up for White Wolf's Robert Hatch. He's got a killer line going with this Year of the Lotus material, and he's taking full advantage of it. I've often felt that the "I'm so Goth, I'm Dead" thing was in danger of growing a little stale, and apparently creative minds of a similar bent are riding herd at White Wolf. The Kindred of the East products have injected a whole new look and feel into the World of Darkness—one part anime, two parts Kung Fu Action Theater, and a whole mess of

"Big Trouble In Little China."

the box

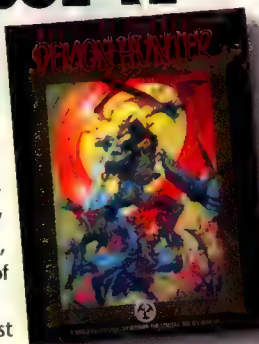
DEMON
HUNTER X



GAME: **VAMPIRE: THE MASQUERADE**
PUBLISHER: **WHITE WOLF**
AUTHOR: **JIM MOORE**
DEVELOPER: **ROBERT HATCH**
GENRE: **HORROR/FANTASY**
FORMAT: **112-PAGE SOFTCOVER**
RELEASE: **MAY 1998**
SUGGESTED RETAIL: **\$15**

Demon Hunter X is the latest

book to take advantage of this genre. It presents two factions in the "Middle Kingdom" side of things, the Shih (an ancient order of knightly demon hunters fallen on hard times but still kicking ass) and Strike Force Zero (think "Buckaroo Banzai"



"Anime enters the World of Darkness..."

meets "The X-files" meets "Men In Black"). Both groups are fully-detailed, with lots of background material and roleplaying information. Better yet, there are all kinds of new abilities and skills to add to your game, as well as a whole slew of new gear—just the kind of stuff to bring tears to the eyes of any gadget-loving explosion monger. Storytellers beware, your players are going to want some of this stuff!

The production values on this book are very high, and the art goes from acceptable to downright beautiful. The cover is an exceptional piece of work, worthy of industry praise. The layout is clean and easy to navigate,

which is always a huge plus. Still, I would have liked to see a more detailed table of contents or the addition of an index.

Demon Hunter author Jim Moore is an anime fan, and it comes through in his effort here. He even gives a rundown on how to run a chronicle based on anime-type conventions, which I think is both ballsy and fun. I also think there is a lot here that could just as easily be brought into more Western-based games.

Purists of the "Gothic-Punk" traditions will probably recoil from some of the wilder, comic book aspects, but I think this is one really cool book. Though the cover says Year of the Lotus, this one's got meat for any Chronicle sandwich. ■ Sean Patrick Fannon

Trinity Technology Manual

The Trinity Technology Manual is your one-stop shop for cool gadgets and techno-toys. It starts off with a slick 40-page color section in the form of an Aeon Trinity report, covering technology in the home, day-to-day life and brief profiles of the major hi-tech corporations.

Of course, when you're cracking a book promising new guns and cool toys, you're not burning to learn about cyberassociative disorder or the structure of the OpNet. You wanna get right to the hardware. So when you're ready to get down to business, flip over to the six-chapter black-and-white section.

The Weapons chapter includes lots of new ways to vaporize your opponents.

the box

TRINITY
TECHNOLOGY MANUAL



GAME: **TRINITY**
PUBLISHER: **WHITE WOLF**
DEVELOPERS: **ANDREW BATES & KEN CLIFFE**
GENRE: **SCIENCE FICTION**
RELEASE: **MAY 1998**
FORMAT: **136-PAGE SOFTCOVER**
SUGGESTED RETAIL: **\$15.95**



"Need a device that rips people's faces off?"

drugs and medical treatments.

The Biotechnology chapter is a high point of the book, focusing on the game's unique use of biotech. It has more disturbing bio-devices, including black-market "Code Indigo" tech. The Vehicles chapter has new vehicles for every environment, along with a basic vehicle construction and customization system.

Want a sampling of the wicked cool toys available herein? How about the super-cool

new computers and software, but focuses largely on hacking. Intelligence Technologies has gear useful to secret agents. The Medical chapter provides expanded information on medkits, different types of

VARG, a battlesuit that looks like something out of an anime show; the wingpack, a bio-creature that grips the user's torso and provides flight via telekinesis; and the masque, a bio-device that rips people's faces off so shapeshifting biokinetics can imitate them better.

The Technology Manual provides a lot of new gear, but there are a few gaps. A few more gadgets devoted to detecting, enhancing and defeating the powers of the psions would have been welcome, as would more information on the bio-technology of the elusive, alien Qin. Fortunately, most of the tech in the book is usable by anyone, a plus for Storytellers who have non-psionic characters in their games. ■ Steve Kenson

I don't care what it looks like. I kill it.



It's not about charisma.

It's about vast treasure troves, insane deathtraps, and the kind of rewards that can make a bard blush.

It's the World of Greyhawk, and it's back with a vengeance.

Explore the original AD&D® setting.

One sacked dungeon at a time.



Return of Eight
Adventure
TSR#9576
ISBN 0-7869-1247-2
Available May



Player's Guide to
GREYHAWK®
Accessory
TSR#9578
ISBN 0-7869-1248-0
Available June



GREYHAWK: The
Adventure Begins
Adventure / Accessory
TSR#9577
ISBN 0-7869-1249-9
Available July

Advanced
Dungeons & Dragons®



Customer Service
(206) 624-0933
www.tsr.com

All new art & adventures -
same old school monster thumping.



[ONDECK]

City of Lies

Lankmar. Arkham. Middenheim. The City State of the Invincible Overlord. The fantasy RPG city conjures up narrow alleys for plotting evil, low dives for doing evil and sumptuous mansions for enjoying evil. Now the fantasy RPG *Fodor's* has a lurid new entry: Ryoko Owari, Rokugan's *City of Lies*. The Journey's End City is famed for its geisha, its low Scorpion politics and its control of the national opium trade. And those are its good points.

the box

Players most likely enter Ryoko



Owari as the new Emerald Magistrate, which is a much less attractive prospect once they learn that the previous Emerald Magistrate was burned alive in his carriage by an unknown assassin. On top of that, Ryoko

scenario seeds of varying depth scattered throughout in AEG's useful "Challenge: Focus: Strike" format. The city is real and interesting enough to spark plenty of ideas in any GM, and adds a number of ideas to the GM's Book, including several pages on alternate campaigns if the players aren't Emerald Magistrates.

Organizationally, the box is something of a chore: For example, the NPC writeups don't have something as obvious as a location code, although some locations do at least have NPC codes. NPCs aren't referenced every time they appear, either, and there's no alphabetical index of proper names anywhere, which makes finding all the loose ends of those plots more work than it should be. If you've got the time to spend, however, the *City of Lies* has plenty of places for you and your players to spend it; you won't regret your trip. ■ Kenneth Hite

CITY OF LIES



GAME: **LEGEND OF FIVE RINGS**
PUBLISHER: **ALDERAC ENTERTAINMENT GROUP**
AUTHORS: **GREG STOLZE**
GENRE: **ORIENTAL FANTASY**
FORMAT: **BOXED SET INCLUDING 88-PAGE PLAYER'S GUIDE, 96-PAGE GM'S GUIDE, 56-PAGE LOCATION GUIDE, TWO MAPS, CLUE BOOKLET**
RELEASE: **MAY 1998**
SUGGESTED RETAIL: **\$29.95**

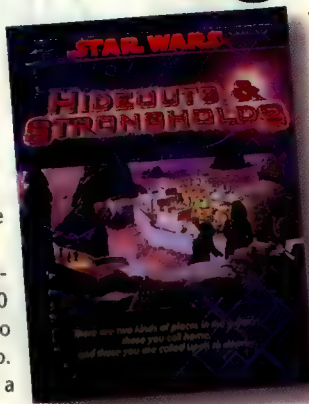
Hideouts & Strongholds

Back in the days when *Dungeons & Dragons* was pretty much all there was to the RPG industry, some of the coolest sourcebooks around were those massive collections of dungeon and fortress layouts put out by companies like TSR, Midkemia Press and Columbia Games. Those of us utterly lacking in the artistic and architectural design skills required to render our own maps were especially grateful for the detailed maps provided.

Hideouts & Strongholds revives this grand tradition with pomp and style, providing over 20 fully-detailed locations for *Star Wars* characters to either call home or blow up.

the box

The usual suspects—such as a



"Prime adventure settings for any sci-fi campaign."

paign is bound to find at least one prime adventure setting in this book.

Better yet, the book provides concise and easy-to-use base construction rules. Rather than overdo it with too much detail and overly complex rules, the designers wisely keep to the prevailing design philosophy of *Star Wars*—simple, quick, instant-play rules that give just the right feel.

There are some places where the book falls down slightly. Most of the maps really need to be much bigger; too much detail is lost in the smaller renditions and it's sometimes hard to tell what you are looking at. The book would have been better served by providing fewer locations with larger, better-rendered maps. Also, even though a book like this doesn't scream for an index, it should have at least had a table of contents.

Despite these problems, *Hideouts & Strongholds* stands out as a great example of what an RPG sourcebook should be. What the old dungeon collections once did for Dungeon Masters, this sourcebook does for *Star Wars* GMs; it provides places for the characters to attack, defend or hang up their hats after a hard day's work. ■ Sean Patrick Fannon

HIDEOUTS AND STRONGHOLDS



GAME: **STAR WARS RPG**
PUBLISHER: **WEST END GAMES**
AUTHORS: **STERLING HERSHEY (WITH LEE GARVIN AND TIM O'BRIEN)**
DEVELOPER: **ERIC TRAUTMANN**
GENRE: **SPACE OPERA**
FORMAT: **144-PAGE SOFTCOVER**
RELEASE: **MAY 1998**
SUGGESTED RETAIL: **\$22**

[ONDECK]

Dragon Hordes

Usually when you think of a fantasy miniatures battle, you think of hordes of orcs swarming over a battlefield, hacking away at legions of humans, elves or dwarves, with a wizard or a demon running around to keep things interesting. *Dragon Hordes* dispenses with the hordes and legions, oddly enough, and puts the focus of battle on the big monsters. In a typical battle the players are controlling about a dozen creatures and war machines: dragons, catapults, tunneling devices and so on. About the closest the game gets to "normal" units are companies of

the box

a half dozen pegasi (actually, units



DRAGON HORDES



PUBLISHER: **CORSAIR PUBLISHING**
DESIGNER: **BRYAN WINTER**
GENRE: **FANTASY MINIATURES**
RELEASE: **MAY 1998**
FORMAT: **96-PAGE SOFTCOVER W/20 COLOR COUNTER SHEETS**
SUGGESTED RETAIL: **\$29.95**

of small monsters do fairly well on the battlefield).

The campaign background is fairly cliché high fantasy—humans competing with elf-like and dwarf-like races for a limited resource

"Plenty of dragons, but where are the hordes?"

called Eortheblood. From a design standpoint the conflict is a trifle forced, since the only apparent use for this precious liquid is to power war machines—if these guys weren't fighting for Eortheblood, they probably wouldn't need it. Anyway, there's also the obligatory "Evil Overlord" who literally appears out of nowhere, for no reason, intent on destroying everything. Luckily, the book only spends about 15 pages on background—about 14 pages more than necessary.

Unfortunately, the battles aren't so great either. Each race/faction only has around six distinct unit types, and one of those is only good for naval battles, further limiting the variety. Almost everything

shoots, so engagements feel, just a bit, like tank battles. You line your troops up, get into range, and FIRE! Units die quickly, too—even mighty dragons can easily be knocked out of the sky in the first two turns. The magic system is likewise very, very, lean—two pages of spells cover everything, and all races have the same set of spells.

On the plus side, it's a simple game (you only need six-sided dice) and the presentation looks nice and is user-friendly. Also, because all the units are printed on cardboard cut-outs, you can play the game even if you don't have the miniatures for it. If you're looking for a cheap miniatures system, this game isn't so bad as a one-shot, but if you're looking for a more substantial experience, there are plenty of better options. ■ Rick Moscatello

Thunder & Lightning™

THE SUPERSTORE FOR COLLECTIBLE CARD GAMES !!!

FREE SHIPPING!!!
CALL FOR DETAILS

VISIT US ON THE WEB:
www.tlcards.com
NOW WITH SECURE ONLINE ORDERING

THE BIGGEST SELECTION

THE FASTEST DELIVERY

THE BEST PRICES

WE HAVE A FULL SELECTION OF BOXES, SINGLES, COMPLETE SETS, ACCESSORIES AND SUPPLIES

HOW TO REACH US:

TELEPHONE/CATALOG: 213-341-5600

MAIL ORDER HOURS:

Mon.-Thurs. 9 am - 6 pm

Fri. 9 am - 4 pm

Sat. 10 am - 2 pm

FAX: 213-341-5611 (24 Hrs a day)

E-MAIL: tlgaming@aol.com

WEB SITE: www.tlcards.com

MAILING

ADDRESS: P.O. BOX 41-1148
LOS ANGELES, CA 90041

INTERESTED IN SELLING OR TRADING?

TAX, E-MAIL OR SEND US A LETTER OF YOUR STUFF

VISIT OUR STORE AT:

1716 COLORADO BLVD.
LOS ANGELES, CA 90041
(BETWEEN LA RODA AND MT. ROYAL)

STORE HOURS:

Mon.-Fri. 10 am - 8 pm

Sat. 10 am - 7 pm

Sun. 12 pm - 5 pm

• L.A.'S LARGEST GAMING AREA •
SANCTIONED & NON-SANCTIONED TOURNAMENTS
• DAILY GAME PLAY •



WE ACCEPT:
CHECKS, MONEY ORDERS,
WIRE TRANSFERS AND



PRICES ARE SUBJECT TO CHANGE / ALL SALES FINAL
NO CANCELLATIONS ON PRE-ORDERS

TOP 10 EXODUS CARDS

The most powerful cards from *Magic's* newest set
By the *InQuest* staff

Gerrard and the gang are blowing out of the dark plane of Rath in *Magic's* latest expansion *Exodus*. And you'll be blowing out your opponents as soon as you get your mitts on the top cards from this set. Where the previous release—*Stronghold*—was heavy on cool but low on oomph, *Exodus* gives you plenty of pretty but adds a welcome power punch. Take a look for yourself...



10. Ertai, Wizard Adept

Granted, Ertai is looking a little fruity with his Benji hairdoo and come hither look, but being left behind in Rath with all those Moggs, *en*-Kors and other weirdoes running around would have anyone trying to find a friend. And you want Ertai to be your pal. Really. After all, pals counter spells for each other. And since Ertai's a walking Counterspell, he's a good guy to get close to. Well, not too close.



9. Paladin *en*-Vec

Noblest of the noble. Truest of the true. Rightousest of the righteous. This guy shrugs off black and red damage like an April shower. Plus—as if that weren't enough—he's first strike, and a 2/2 first striker is nothing to sneeze at. However, at no extra cost, throw in the fact that he's a knight and can hook up with all of your other knights. We'll take this guy as our champion any day.



8. Pandemonium

This is what ensues whenever the most powerful red card from *Exodus* hits the table. Just so you're clear on why, we provided an easy-to-follow example. Pandemonium is in play. Jane plays a Phyrexian Dreadnought, Jane does 12 points of damage to her opponent, Dick. Jane then follows up with an Animate Dead, Dick is popped for 11 more points of damage. That concludes this *Magic* game. Jane thanks Dick for playing.



7. Equilibrium

Talk about leveling the playing field... How about a weenie deck where, for every punk-ass Brown Ouphe or piddly Merchant Ship you put into play, you can tap a single land to get rid of your foe's Shivan Dragon or Lord of the Pit? Don't bother killing creatures; just spend a few extra mana to send them back to their controller's hand. It'll come in really handy if your enemy's targeting your creatures too.



6. Erratic Portal

No, this doesn't refer to the availability of the *Magic* introductory game at your local hobby store. What it does refer to is a great all-around utility artifact in *Exodus*. Not only does the Erratic Portal force your opponent to keep two lands untapped if he wants his creatures to stick around, its most powerful use is as a "teleporter" to recall your own creature whenever death is imminent.



5. Survival of the Fittest

Imagine being able to look through your deck and pick any creature. Imagine being able to do this as many times as you like. Guess what? You don't have to imagine. The new enchantment *Survival of the Fittest* does just that. It might cost you a green and a creature-card discard, but for the ability to pitch a goblin for a Shivan or a Nekrataal, that's a price worth paying.

RANKING THE COLORS:

1. BLUE

Unhappy with a second-place finish in *Stronghold*, blue storms to the front in *Exodus*, anchored by powerful cards like *Equilibrium* and the walking counterspell *Ertai*. Speaking of countering, *Forbid*, the buyback counterspell, ain't half bad either. And speaking of buyback, many blue mages will gleefully add *Memory Crystal* to decks utilizing *Capsize* and *Whispers of the Muse*. As if that wasn't enough, the *Dominating Lich* is the best lich yet and *Oath of Scholars* may be a dark horse power card.

2. GREEN

Green often gets shafted, but not this time. In addition to its Top 10 representative *Survival of the Fittest*, green also gets quality spells like *Oath of Druids* and *Reclaim*. However, its biggest boost comes from a variety of solid creatures, including the bargain-priced *Mirri*, the suitably Erhnamesque *Jackalope Herd* and the plumpily pumpable *Plated Rootwalla*.

3. WHITE

Although it doesn't have the range of glitz that blue got or the breadth of versatility that was added to green, white does boast the top card in the set (*Cataclysm*) as well as a weenie that every white mage will want four of (*Paladin en-Vec*). Thanks to a spread of good second-tier cards, including *Kor Chant*, *Reaping the Rewards* and *Reconnaissance*, white places a solid third.

4. BLACK

Hatred. Wow. *Necrologia*. Darn spiffy. *Pit Spawn*. Hoo hah. Black has some very good cards in this set. Unfortunately, it also has some very ordinary ones. More shadow creatures? Eh. More discard and graveyard retrieval spells? Been there. A cheap weenie that does damage to you? Done that. A creature whose strength is based on the number of cards your opponent has? In black?! The color of hand destruction?!

5. RED

Don't get us wrong. Red has some solid cards, like *Pandemonium*, *Reckless Ogre* and *Seismic Assault*, but when we think of *Exodus* and red, what jumps to mind are clunkers like *Fighting Chance*, *Monstrous Hound* and—ugh—*Oath of Mages*.

THE OTHER STUFF

It's always a mixed bag with artifacts and what-not. In some sets they're great, in others they suck. *Exodus* gives us a little bit of both. Players will salivate over cards like *Null Brooch* and *Erratic Portal*, but who really cares about cards like *Skyshaper* and *Spellbook*? The artifact creatures are neat—particularly the *Transmogrifying Lich*—but hardly ground-breaking. And the lone land—*City of Traitors*—is marginally useful, and not terribly exciting. As a whole, the colorless stuff should find its way into some tuned decks but isn't must-have material.



4. Dominating Lcid

Finally, a lcid with some *oumph*. The Dominator here is a reusable Control Magic. Thought it was bad enough when your opponent stole your favorite warthog? Now he can steal your warthog, then your Erhnam, then your Force of Nature, bouncing the lcid onto the most powerful creature on the board. Try to get rid of the lcid enchantment—boom, spend a blue and convert him back to creature form. Not bad for three mana.



3. Null Brooch

A non-blue counterspell. Think about that for a second. We're not talking about limited-use one-shots like Pyroblast or Avoid Fate. We're talking about a colorless counterspell *every* turn. So you can't counter creatures. You think a green stompy deck that's already unloaded a handful of giant beasts is going to be worrying about creatures? When combined with already popular power-houses like Cursed Scroll and Ensnaring Bridge, Null Brooch is sick, sick, sick.



2. Hatred

We thought we got rid of that nasty Channel Fireball combo for good, but nooooo... Now it's back in creature form. Yeesh. Pay X life and pump your critter up to whatever, like way beyond a Howl from Beyond. Turn five rolls around: you've got the life lead, one more attacking creature than your opponent has blockers and the poor schmuck is tapped out. Hatred wins you the game every time.



1. Cataclysm

It's an Armageddon! It's a Wrath of God! It's a Disenchantathon! The "new" Balance is a little bit of everything, and everything it does is super-effective. Just like its predecessor, you need a little bit of planning, but being the one to cast the spell gives you all the advantage you need to crush your opponent. And Balance, well, it's the best white card for a reason, so how can you be down on it's not-so-baby brother?



HONORABLE MENTION: Coat of Arms

Theme deck lovers unite! Wizards of the Coast has heard your plea, and they've given you the answer. Now every player who likes to build Elf decks and Zombie decks and Ouphe decks has a reason to rejoice—the awesomely cool and, in the right deck, awesomely powerful Coat of Arms. We can picture it now: The Sliver Queen cranking out baby Muscle Slivers; the Plague Rats uniting in a common cause. How sweet it is!



WORST: Oath of Mages

"The suckiest suck that ever sucked a suck," is how Homer Simpson would describe this card. Any red planeswalker worth his salt will stay ahead of his opponent in life totals, therefore the Oath is going to cause *him* damage, not his opponent. Duh-oh, you do the math. Your opponent will chew you up and spit you into the nearest Mogg spittoon the minute you pull this clunker out.

New Magic Merchandise

When *Magic: The Gathering* first came on the scene in 1993, no one thought there'd ever be T-shirts, statues, phone cards or comic books based on the game. Five years later, these and many other items exist as officially licensed products. Now with the release of *Magic's* 15th set, *Exodus*, we're thinking more mainstream items can't be far behind.

Nevinyrral's Disk

(BELOW) The official soundtrack to play this artifact by, featuring hits like: "It's the End of the World as we Know It" (R.E.M.); "All Dead, All Dead" (Queen); "Saved By Zero" (The Fixx); "Having A Blast" (Green Day) and many more.



Atog PEZ Dispenser

(ABOVE) Each time you use its head-tilting ability you must sacrifice one rectangular candy to your mouth. Yum, colored sugar, good.

Cursed Spice Rack

(BELOW) Friend kicking your ass in the culinary arena? Two words: birthday present.



Demonic Tutor Yank N' Yak

(ABOVE) Look for this little puppy to be pulled from shelves quickly and replaced by the Vampiric Tutor Yank N' Yak.



Gaea's Liege-A-Pet

(ABOVE) Yes it looks like it should be pronounced "gay-ah" but it's actually "jee-ah." That's why this gag works.

Lord of the Pit BBQ Sauce

(LEFT) For finger-lickin' good ribs. Works best on freshly sacrificed creatures (available in your grocer's freezer section).

The InQuest staff avoids clichés like the plague.

XENA FILE

Everything you need to add the
WARRIOR PRINCESS to your
AD&D campaign • By George Strayton

She's traveled the world. She's matched wits with the gods. She's cunning and beautiful. If you get in her way, she'll kick your ass. She's Xena, the Warrior Princess, and if you're looking to give your roleplaying campaign a little media boost, what better NPC to introduce to your players than this legendary battle babe?

BACKGROUND

Xena was born in Amphipolis, a small, non-descript village in Thrace. When raiders led by the warlord Cortese razed her home town, she was able to rally the remaining villagers, including her brother Lyceus and mother Cyrene, to oust Cortese and his men. That action was a turning point in Xena's life.

Shortly thereafter, Xena raised an army and set off to conquer many Greek kingdoms and city-states, earning herself the title "Destroyer of Nations." Eventually, however, with the help of three strong women—Lao Ma, M'Lila and Gabrielle—and one very strong man—Hercules—Xena was able to renounce her dark side and embrace the Greater Good. Since then, she has traveled throughout the Ancient World, atoning for her past sins.

SKILLS

Xena possesses many skills. Using the "pinch," she can cut off the flow of blood to any given extremity—her favorite of which is definitely the head—an ability that comes in handy during interrogations. Those who supply answers to her questions receive the second pinch that restores their blood flow.

Xena has learned to combine acrobatics and hand-to-hand combat, creating an amazing style of fighting that allows her to run across opponents'

heads, leap dozens of yards across the battlefield and perform other gravity-defying attacks.

She has also traveled from one side of the world to the other. She possesses knowledge about various cultures, rulers, military tactics, medicine, astrology—you name it. Characters seeking any type of information can ask Xena and at least find out whom they should speak to, if not the answer itself.

But Xena's most famous asset (no, not those!), is her chakram, a small, round metal hoop-blade capable of slicing through everything from flesh to stone, capable of ricocheting off objects and returning directly to Xena's hand. If you ever find yourself in battle with Xena, keep your head down!

XENA AND YOUR CAMPAIGN

Want to bring Xena into your campaign? Check out these ideas:

- One or both of Xena's companions have been

XENA'S GAME STATS

14th Level Fighter

Neutral

Strength: 17

Dexterity: 16

Constitution: 13

Intelligence: 12

Wisdom: 11

Charisma: 15

Hit Points: 82

THACO: 7

Attacks: 5/2

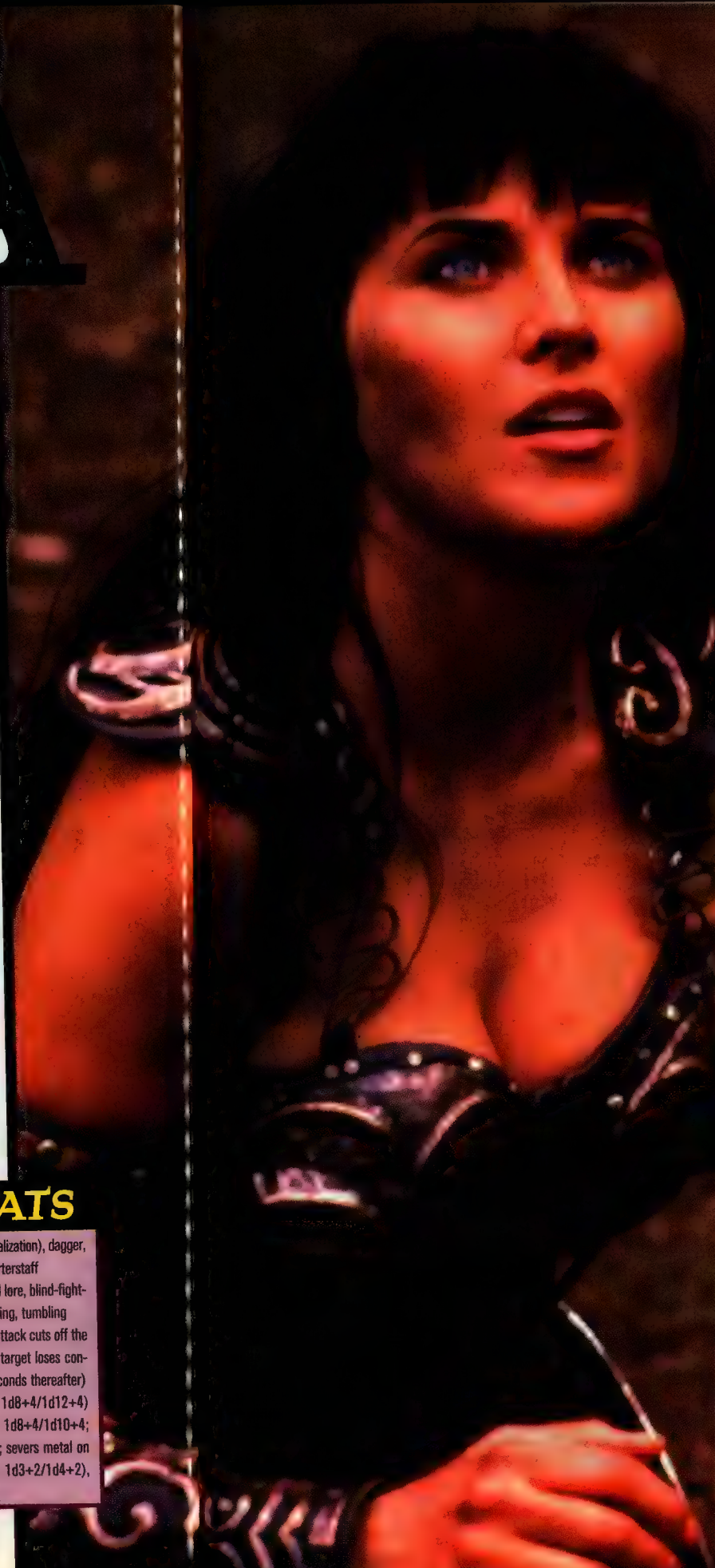
AC: 5 (studded leather)

WEAPON PROFICIENCIES: Sword (specialization), dagger, chakram (specialization), whip, bow, quarterstaff

NON-WEAPON PROFICIENCIES: Animal lore, blind-fighting, charioteering, hunting, survival, tracking, tumbling

SPECIAL ABILITIES: Pinch (successful attack cuts off the flow of blood to the given extremity; the target loses consciousness in 30 seconds and dies 30 seconds thereafter)

EQUIPMENT: Long Sword (+2 to hit, 1d8+4/1d12+4) and Scabbard, +2 Chakram (+4 to hit, 1d8+4/1d10+4; automatically returns to thrower's hand; severs metal on natural 20), Breast Dagger (+1 to hit, 1d3+2/1d4+2), Whip, Boots, Studded Leather



kidnapped as part of a nefarious plot by the PCs' nemesis. Discovering the PCs' long-standing battle against her friends' captor, Xena approaches the PCs to ask for their help.

- The PCs come across a beautiful, skilled warrior who has lost her way—and much of her memory. She remembers only that she and her companions fell through some portal and have been separated since. The woman is Gabrielle. The PCs must help Gabrielle find her companions—Xena and Joxer. The other two are also suffering memory loss, part of a curse put on them by Ares—or another of Xena's adversaries. The PCs must then help the group restore their memories and find a way home.

- Xena could be the villain of your campaign. Before she embraced the side of good, she was a vicious warlord intent on destroying everything and everyone she encountered. The PCs might be forced to deal with her army as it moves in their direction, either through brute force or matching wits against the wily Warrior Princess. Perhaps they help provide some of the impetus for her to change sides.

George Strayton is a big fan of Xena's assets.

XENA'S SIDEKICKS

Xena rarely travels alone. Most often, she's found in the company of the bard Gabrielle, a young woman from Potidaea whom Xena saved from slavers. Since joining the Warrior Princess, Gabrielle has gone from being a defenseless sidekick to an Amazon Princess and an accomplished storyteller. Her weapon of choice is the staff, which she selected for its ability to inflict non-lethal injury, but she still attempts to solve conflicts through dialogue before resorting to battle.

Xena's second and far more rare companion is Joxer the Mighty, a cunning warrior and brilliant strategist—at least, that's what he claims. After he failed the admittance test for Callisto's army, Joxer "joined up" with Xena and Gabrielle...much to their chagrin. Over time, however, he has proven himself to be a dedicated friend and helpful sidekick. He would do anything to protect the woman he loves—who, at this point, happens to be Gabrielle.

GABRIELLE'S GAME STATS

7th Level Bard

Neutral Good

Strength: 12

Dexterity: 14

Constitution: 13

Intelligence: 16

Wisdom: 17

Charisma: 16

Hit Points: 32

THACO: 17

AC: 10 (none)

Primary weapon:

Quarterstaff (1d6/1d6)

JOXER'S GAME STATS

3rd Level Fighter

Neutral Good

Strength: 13

Dexterity: 7

Constitution: 15

Intelligence: 11

Wisdom: 10

Charisma: 12

Hit Points: 27

THACO: 18

AC: 7 (studded leather)

Primary weapon:

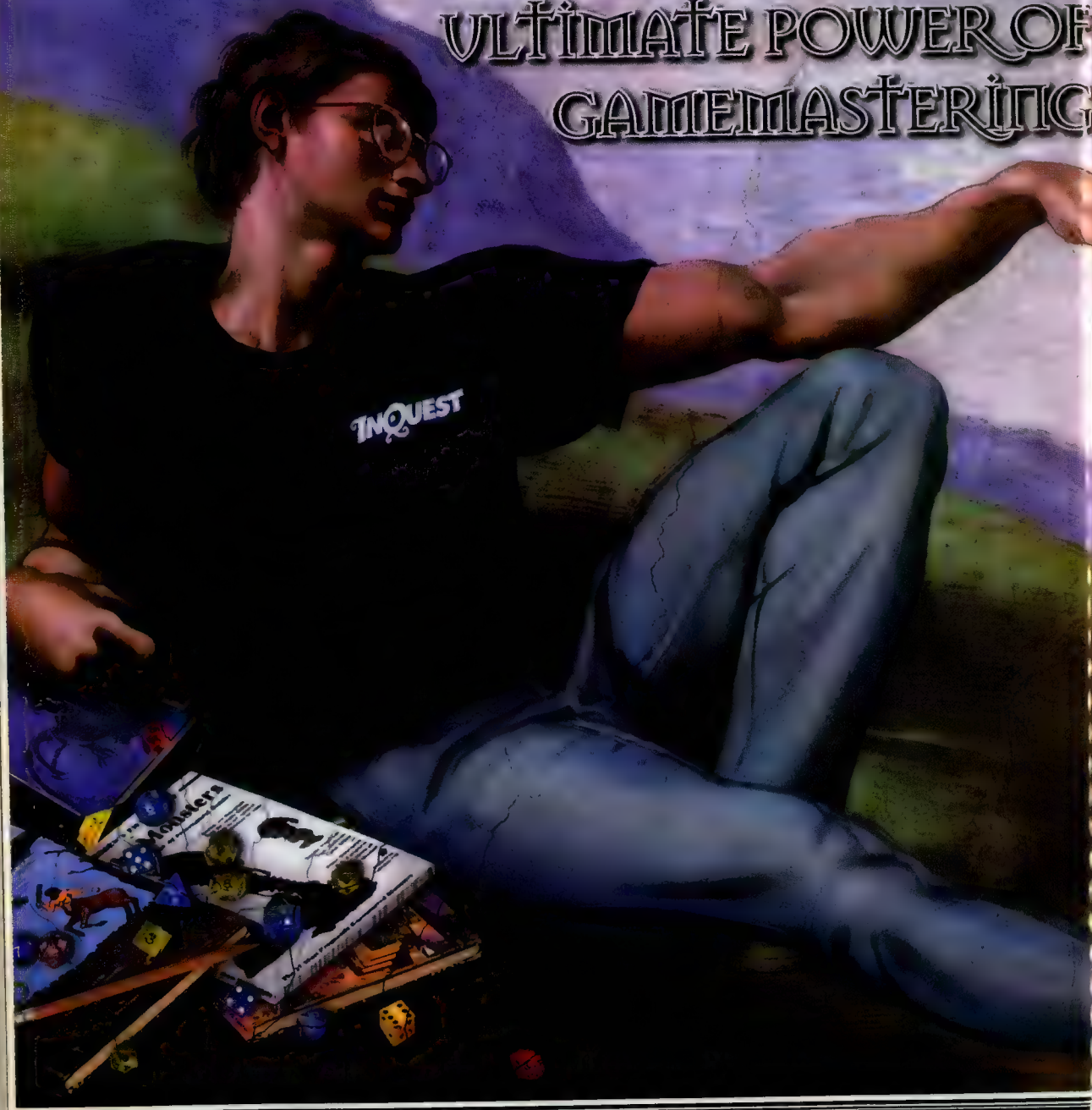
Short Sword (1d6/1d8)

Xena photo courtesy Foto Fantasy

GODHOOD

IOI

HOW TO WIELD THE ULTIMATE POWER OF GAMEMASTERING



BY RICK SWANN



GAMEMASTER: You awaken to find your campfire barely glowing and make out shadowy shapes all around. They are inching ever closer...

MIKE: What do you mean by barely glowing? How much closer? Describe "shadowy."

GM: Uh, you know...shadowy.

TOM: I use my elven eyesight to see what they are?

PAUL: I cast a light spell.

JEFF: I transform into my bat form and fly away!

GM: Time out! I gotta look up the elven eyesight rules and doublecheck Paul's spell book. And I'm not sure Jeff can turn into a bat when the moon's not full.

TOM (to other players): Anyone up for Twister?

The gamemaster (GM), admittedly, has a tough job. He has to adjudicate a zillion rules. He has to keep the story moving. And as a neutral referee, he has to make sure the players don't kill each other. Yep, a tough job, but not an impossible one, and your pals at *InQuest* have come to help.

To get you on the road to becoming a great GM, we've distilled the fundamentals into three categories: rules, preparation and storytelling. Learn to master these and players will be fighting to get into your campaign. So round up your rulebooks, grab some dice and sharpen a pencil—we'll have you on the road to GM superstardom before you know it.

Illustration: Lee Meyer after Michelangelo

I. RULES

Know the System. Most RPGs have rulebooks as thick as phone directories and as complex as the tax code. Does a GM have to know it all? Absolutely, unequivocally N-O. Beyond the basics—character creation, movement, combat—think of the rules as a collection of suggestions, all of 'em optional. For example, let's assume that a fair amount of the action in your adventure takes place in the water. You have two options.

1. Use the underwater combat rules to determine the effectiveness of hurled weapons and the number of micro-rounds a PC can hold his breath when wielding a lance in each hand. Yecch!
2. Penalize the PCs a couple of movement points (to simulate the difficulty of moving in the water), and say the hell with it. Bring in the complicated stuff later; it's just not necessary when first starting out.

Supervise Character Creation. Of course, it's up to the players to take charge of character creation. But it's a wise GM who'll supervise the proceedings and carefully go over each step. This will allow you to cover any ambiguous rules, determine the kind of challenges this party can deal with and make sure nobody, uh, well, cheats (hey, it happens). Even if the players are experienced and knows their way around characters, this is still a good idea. If one of the player characters—or, for that matter, one of the players—is a dullard or a jerk, it's to your advantage to find out early so you can make adjustments.

II. PREPARATION

Select a Suitable Adventure. Read the adventure, preferably twice, to get the general tone and the goal. Ah, but which adventure? For starters, skip the epics and stay with the shorties, which are easier to handle. Then look for adventures that take place in settings that use the rules you've chosen; if you're not using the underwater rules, then don't pick an adventure with an underwater setting. And take the personal histories of the player characters into account; they'll get a kick out of running into bad guys they've met in the past.

You can, if you like, skip the published adventures and opt for an adventure of your own design. Complete instructions are beyond the scope of this article, but you should include an opening, where the PCs meet and learn the parameters of the adventure (and please, don't set the opening at an inn), adversary (how strong? a bit stronger than all the PCs put together), setting, plot hook (the adversary's evil scheme) and climax (grand finale in an interesting locale). Whether you go with a homemade adventure or published

one, make notes on the key elements so you don't forget to tell the players a key piece of information.

Tweak the Text. Scan the text to find sections that need to be fixed. Can you really mess with the text? Sure you can. For instance, say you notice a big chunk of the map containing plenty of nothing, a whole lot of nada. It occurs to you that if the area didn't exist, the rest of the map would still remain accessible. In other words, the area adds zip to the adventure. So take your pencil, locate the area and fill it with rubble. Ta d-a-a-a...impassable. Modify encounters that are too dangerous, terrain that's too useless, monsters that are too monstrous—as long as it doesn't interfere with the overall goal, you can fix whatever you like.

Anticipate Problems. You can save yourself headaches by anticipating spots in the adventure where players might do the unexpected. Suppose, for instance, the adventure centers on a place called Ordulin. However a PC wants to visit a nearby village. Again, two choices.

1. You can panic, desperately shuffling maps to find a suitable village for him to visit, something you never got around to doing.
2. Or, much better, you simply announce that the village of, say, Swanberg, is four miles south of Ordulin.

Or suppose a PC refuses to go into a cave, because it's too scary. You can beg him to go in—not terribly effective—or you can casually remind him of the rumors of lost treasure in the area and—who knows?—the cave looks to be a good hiding place. Mind you, both possibilities are incentives you thought up before the adventure began, because—wait for it—you were anticipating potential problems.

III. STORYTELLING

Give Your NPCs Personality. Half the fun of roleplaying both for the GM and players is interacting with the Non-Player Characters (commonly called NPCs). But the fun comes from interacting with three-dimensional humans (or non-humans), not flabby cardboard nobodies. It'd be nice if we all had the skill—or, for that matter, the time—to construct full personality profiles for all the NPCs in our adventures, but sadly, that's not the case. So when you can't round out a minor NPC, either because of time or because the adventure has taken an unexpected turn, take the easy way out and use archetypes from movies, TV or books. Pick a model for each NPC but don't tell anybody who it is. When I think, for instance, of a 19-year-old female adventurer, I'm reminded of a certain warrior princess from TV land; therefore, in my presentation, she becomes a young version of Xena. But shhh...don't tell anybody.

Who's got the moves?



You know what they do. But who does it better?

Hercules: The Legendary Journeys™ joins **Xena: Warrior Princess™** as the latest action-fest in the new **ARC System™** trading card game line.

Hercules brings his own style to the world of trading card games. Power stunts, superhuman strength, and hordes of ugly monsters.

Plus a whole lot of damsels in distress.

On its own or played against **Xena**, the **Hercules TCG** makes for some wild combos.

Get the big picture. Check out the **Hercules TCG**.



WIZARDS OF THE COAST and ARC System are trademarks of Wizards of the Coast, Inc. Hercules: The Legendary Journeys and Xena: Warrior Princess are trademarks and copyrights of Universal Television Enterprises, Inc. Licensed by Universal Studios Licensing, Inc. All rights reserved. ©1998 Wizards of the Coast, Inc.

GETTING STARTED FANTASY

Bone up on medieval history and mythology; *Age of Faith* by Anne Fremantle and *Barbarian Europe* by Gerald Simons are especially good, but any encyclopedia entry will also do. Check out some fantasy literature, like Roger Zelazny's *Amber*, Michael Moorcock's *Elric* and, of course, J.R.R. Tolkien's *Lord of the Rings*. Suggested adventures:
AD&D: *Book of Lairs* (any edition), *The Sword of the Dales*, *Undermountain*, *Fighter's Challenge*
Earthdawn: *Sky Point Adventures*, *Throat Adventures*, *Terror in the Skies*
GURPS: *GURPS Fantasy Adventures*
Legend of the Five Rings: *Honors Veil*





GETTING STARTED HORROR

To nail a suitably eerie atmosphere, you can't go wrong with classic films. "Bride of Frankenstein" (1935), "Horror of Dracula" (1958) and "Re-Animator" (1985) are must-sees, but don't overlook such obscure gems such as "Cat People" (1942) and "Curse of the Demon" (1956). In fiction, try H.P. Lovecraft (any of his Cthulhu collections), any of the six *Books of Blood* by Clive Barker and *Salem's Lot* and *The Shining* by Stephen King. Suggested adventures:

Call of Cthulhu: *Adventures in Arkham Country*, *Fatal Experiments*, *Horror's Heart*
Vampire: The Masquerade: *Chicago Chronicles* Volume One, Two and Three
Ravenloft (AD&D): *Night of the Walking Dead*, *Chilling Tales*, *Howls in the Night*

By the way, speak for the NPCs in first person as often as possible. "The prince asks for your help" doesn't quite have the pizzazz of "Help me, damn it!"

Make Combat Count. Most roleplayers enjoy a good fight. But what separates the good fights from the yawners is staging; what the NPC monsters actually do in their bouts. Sometimes, the adventure spells out an attack routine for the monsters, but sometimes the designers don't get around to it. Before beginning the adventure, think up each monster's initial attack routine, what it does in the first moments of the showdown. It doesn't have to be elaborate. For instance, consider a shark attack. The text doesn't help much, so I imagine the shark will head straight for a PC. If its strike is successful, it'll hold on and chew. If its strike fails, it will swim on to the opposite wall, turn, then come back and try again. Once you've got the opening nailed down, it should be easier to improvise the remainder of the combat.

Pacing, Vivid Scenes, Foreshadowing. Don't let the adventure become a long series of combats. Pace your adventure and use storytelling techniques to break the monotony. Foreshadowing is a big part of this. An easy way to foreshadow a big event is to serve up a disposable, neutral NPC: a roving minstrel, a traveling salesman or a roaming vagabond for example. The purpose of the NPC is to help build up the main menace ("It was a monster, I tell ya! 'Course I was a little, uh, soused at the time"). Or to sell the party some innocuous item (an old sword, a jar of candy, a worthless "magical" potion) to get them thinking and wondering what's going on.

On the flip side, players don't want to play non-stop gabfests. If the adventure lacks combat, throw in an encounter with a wandering monster—a flock of bats, a wild boar—something the party won't have too much trouble defeating but which brings home the point that danger lurks around them.

In addition to pacing and foreshadowing, be descriptive.

Whenever the party enters a new room, area, country or planet supply a vivid, evocative account of the surroundings so it seems like they're really there. Long, rambling paragraphs of purple prose aren't necessary. Instead, think of the five senses and supply one or two descriptive examples for each. Don't worry about all five—skip taste, if necessary—but go for at least three, with sight and hearing at the top of the list.

Consider adding mysterious sounds (a slithering, a scuttling) or stretching out visual descriptions (a tentacle described as "a thick muscled appendage, writhing like a massive serpent"). That'll get some pulses racing.

Give Rewards. Shuffling along from adventure to adventure gets, well, boring. For successfully completing adventures, players like payoffs. Treasure and experience points are fine, so long as you think about them in advance (do I give experience points for storming the castle or just for offing the bad guy?). But other rewards are possible too: skill improvement (the PC took out the dragon with one shot, so his bowmaster skill goes up a notch), weapons and mounts (the PC stopped a forest fire, earning a prize horse) and enhanced reputation (by stopping a riot, the party's fame spreads to all adjacent villages). Of course, rewards can also come in story form. Killing a villain who's plagued the party for months (that is, over a series of adventures) can be a reward in itself.

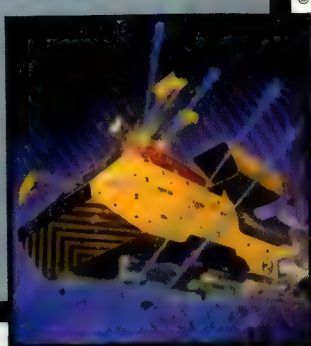
Dealing With Problem Players. Sooner or later, problem players—selfish buttweasels who make life miserable for everybody else—will raise their ugly heads, and you'll have to deal with them or watch the campaign go up in smoke. A sampling of irritants:

The Know-It-All: Continually disagrees with your rulings and brings up obscure dictums from the rulebooks. *Solution:* Tell him you appreciate his insights, but he should write them all down and you'll go over every-

GETTING STARTED SCIENCE FICTION

Begin by sampling all four "Star Trek" series, then check out an episode or two of "Babylon 5" and "Battlestar Galactica" (all available on home video). You've seen the three "Star Wars" films, so investigate "The War of the Worlds" (1953), "This Island Earth" (1955), "Alien" (1979) and "Aliens" (1986). Books: *Foundation* by Isaac Asimov, *Dune* by Frank Herbert and *Hyperion* by Dan Simmons. Suggested adventures:

Star Wars: *Instant Adventures*, *No Disintegrations*, *Operation Erold*, *Classic Adventures* Volume Four
MechWarrior (BattleTech): *Living Legends*, *Unbound*, *Royalty and Rogues*
Traveller: *Anomalies*, *Milieu 0*



a world divided. a terrifying war.

Zangry chicks with guns.



The game is
hot, fast,
and **easy**
to play.

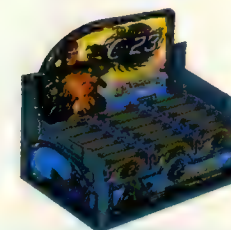
From Jim Lee's **C•23**® world comes the *Uprising*™ series of game cards.

- New players should pick up the forty-card *Uprising* decks to quickly learn the game.

- **C•23** players can expand their collections with the twelve-card *Uprising* booster packs.

This limited-edition card series is illustrated by top artists including Jim Lee, Travis Charest, and Jae Lee. Issues #3-6 of WildStorm's **C•23** comic series chronicle the action of the *Uprising* card series.

Play it. Read it.
Experience the phenomenon that is **C•23**.



Available in August



Trading Card Game

Customer service: (206) 624-0933
www.wizards.com/C23



thing at the end of the game (fat chance). If he persists, subject him to a punishing or embarrassing encounter. Let's see, the king hates to be contradicted. Wouldn't it be a shame if the King's Guard were to amputate Mr. Buttweasel's tongue for daring to question the monarch. Hey, it's your world, rule it.

The Arguer: Constantly bickers with other players over their actions. *Solution:* Insist that the player bicker in character. Then, with luck, you can stand back and watch the other players deal with him. Otherwise, see "The Know-It-All."

The Yakker: Won't stop talking to his companions,

to you, to anyone. *Solution:* Tell him excessive talking will attract (choose one) evil spirits/malevolent wizards/foul undead. If he doesn't get the hint, see "The Know-It-All."

In short, you're the Big Cheese, and what you say, goes. You're the guy who's calling the shots, who's describing the encounters, who's making the monsters growl and the NPCs skulk. Be decisive and confident. The players are on your side, no kidding. And relax. It's only a game.

Rick Swan has published approximately 314,047 roleplaying adventures, including the horror classic *Newsie: Night of the Ginchich*.

INQUEST SAMPLE GAMEMASTER ADVENTURE INQUEST SAMPLE GAMEMASTER ADVENTURE INQUEST SAMPLE GAMEMASTER ADVENTURE

THE VOICE BOX OF BAHR-REEN

If you're not planning to GM this adventure, stop reading now. Otherwise, welcome to this introductory encounter for first-time GMs, 1-4 low-level PCs and any fantasy RPG system. You can also adapt this encounter to higher level characters by making the aractopus tougher and adding more sharks.

LOCATION

This encounter serves as a way for your beginning player characters to meet. Bahr-Reen can be located anywhere you like. We suggest putting it in a wilderness area along a road leading to a large city in your world. Young adventurers would logically travel to the big city to seek their fame so it's a natural place to meet others with the same goals.

ADVENTURE BACKGROUND

Long ago, a 19-year-old good-hearted but feisty adventurer named Sharla was exploring Bahr-Reen when she came across the hidden entrance to a cavern system. She followed the system until she came upon what looked to be a treasure chest made of emeralds. But the chest was a trap. The moment she opened it, her spirit was sucked from her body and locked inside the chest. Her body, meanwhile, was transformed into a mindless monster, cursed to guard the cavern forever.

Recently Bahr-Reen suffered a massive earthquake. The quake dislodged the chest from its perch, cracking it down the side. Although Sharla's spirit remains trapped in the chest, the magic was disrupted, enabling her to broadcast her thoughts. She's been pleading for help, though no one has so far responded.

That is, until now.

GETTING STARTED

The PCs are traveling to the city, probably sepa-

ately, when they hear Sharla. If they follow her calls they'll find various tunnel entrances. If they continue on they'll discover the tunnels (A) lead to a big chamber (see illustration). Either in the tunnels or at the chamber they'll run into each other. Should the PCs hesitate to enter the caverns, the broadcasts become more frequent and more urgent.

THOUGHT BROADCASTS

Sharla's thoughts are broadcast over a limited area and are automatically "heard" by everyone in the area, PCs included. The PCs can "hear" Sharla but can't communicate with her.

At the extreme range of the broadcasts, about a mile from the cave entrances, about once every 15 minutes, players hear a female voice, desperate and distant, saying "...help..." or "...darkness..."

Once they see an entrance (there are several) to the subterranean caverns, all characters hear a female voice, clearer than before, saying "Get me out of here!" or "Can't anyone hear me?"

Once in the tunnel, characters can communicate with the "voice" as with a normal NPC, simply by speaking out loud (let the PCs figure this out themselves). Sharla is honest; she doesn't know what happened to her, where she is or that her body has been transformed. Sample responses:

Who are you? "Sharla, daughter of the Manad." (The PCs recognize the Manad as a long-extinct tribe.)

Why are you here? With coaxing, Sharla reluctantly admits she was looking for treasure. She knows the location of the treasure room (B on map) but won't tell the PCs until she's been saved.

What happened to you? She tells about finding the chest, opening it, then blacking out. When she awoke, she couldn't move and couldn't see. She has no sensations other than hearing.

What do you look like? An attractive 19-year-old warrior (the GM may provide his own description). One pertinent detail: She has three red rings tattooed around each wrist, the symbol of the Manad.

ARACTOPUS CHAMBER

The tunnels open to a 100-foot-diameter chamber, filled with a 70-foot pool of water to a depth of 3 feet. The ceiling, covered with thick granite stalactites 1 to 5 feet long, is 20 feet high. Stalagmites of similar size dot the south shore. There is no ledge around the pool; the PCs will have to wade (or fly).

A 3-foot crevasse snakes along the south shore (C), the result of the recent earthquake. Any character who comes within a foot of the crack has a 20 percent base chance of slipping and falling in (and certain death). However, he has a 90 percent base chance of grabbing the side, enabling him to pull himself free; any character who's grabbed the side to save himself has a 50 percent base chance of dropping anything he was carrying in his hands (such as a sword) into the crevasse, losing it forever.

On the opposite wall, there's a 1-foot-square emerald treasure chest sitting askew on the rocks (D). The chest is cracked. (Merely opening the chest—easy to do—does nothing.)

Shortly after the party's arrival, a fin breaks the surface of the pool, swims rapidly toward the west exit and disappears. (The fin belongs to a shark, who'll reappear later.)

Hanging from the ceiling, out of sight in the shadows (E), is the 12-foot-tall monster that used to be Sharla. Called an aractopus, it looks like a huge octopus covered with gray rat hair. It can cling to any surface like a spider, and can scuttle across the surface of the water at twice its normal movement speed. It can breathe water and air, and attacks with its two front tentacles, slapping and whipping.

Let the party have a chance to do some chatting with Sharla. Then the aractopus drops on top of them. Within a few seconds after its appearance, the PCs notice three red circles tattooed to its forearms.

After the PCs have fought the aractopus for a bit (say, when the aractopus has lost approximately half its hit points), they see a fin breaking through the surface, coming from the west exit (F). The fin heads straight toward the nearest PC. The fin belongs



to a fresh water shark, and it's hungry. The shark attacks any PC it can reach (most likely, the first PC it approaches) and fights to the death.

As the aractopus loses hit points, the treasure chest begins to fade. When the aractopus has lost about 20 percent of its hit points (see statistics), the treasure chest becomes transparent. When it loses another 20 percent, it's barely visible and a hint of a female figure can be made out. Another 20 percent, the chest is gone and a transparent female figure can be seen. Another 20 percent and the

female figure is plainly visible. Another 20 percent (at 0 hit points), the aractopus shrieks, then fizzes away in a plume of smoke. The female figure, Sharla, has appeared and is lying in the water, dazed but happy. (Until Sharla reappears she has no feeling in her body, nor any idea of what's going on).

FUTURE CAMPAIGN IDEAS

The end of the adventure? Not hardly. Future campaigns could address the following questions:

- What if the defeat of the aractopus triggered another earthquake, one which sealed the party inside the earth but revealed additional tunnels?
- What if the tunnel doesn't lead to a treasure room, but instead is a portal to another dimension dominated by aractopi?
- What if Sharla asks for help finding her people, offering the new adventurers untold riches if they aid her?

FRESH WATER SHARK

AD&D	GURPS	L5R
HD: 5	ST: 13	Earth 1
HP: 30	DX: 12	Fire 1
AC: 6	IQ: 3	Water 2
THACO: 15	HT: 10	Air 2
# Attacks: 1 (bite)	Move: 10 (swimming)	Rolls When
DMG: 2-8	Dodge: 6	Attacking: 2k2
MV: Sw 24	PD: 1	Rolls For Damage:
SZ: M (7' long)	DR: 1	Sk2 (bite)
INT: Animal (1)	DMG (bite): 1d	TN to Hit: 15
XP: 175	Reach: C	Wounds: 9: -1; 96: Dead
	Size: 1	

ARACTOPUS

AD&D	GURPS	L5R
HD: 8	ST: 16	Earth 3
HP: 48	DX: 14	Fire 1
AC: 7	IQ: 5	Water 2
THACO: 13	HT: 14	Air 2
# Attacks (tentacles): 2	Move: 6 (ground), 8 (swim), 16 (scuttle)	Rolls When
DMG: 1-6/1-6		Attacking: 6k3
MV: 3, Sw 12, Scuttle 24	Dodge: 4	Rolls For Damage: 3k2
SZ: Large (12' across)	PD: 2	TN to Hit: 10
INT: Animal (1)	DR: 2	Wounds: 20: -1; 40: -3; 80: Dead
XP: 975	DMG (2 tentacles): 1d/1d	
	Reach 2C	
	Size: 2	

INQUEST SAMPLE GAMEMASTER ADVENTURE INQUEST SAMPLE GAMEMASTER ADVENTURE INQUEST SAMPLE GAMEMASTER ADVENTURE INQUEST SAMPLE GAMEMASTER ADVENTURE INQUEST SAMPLE GAMEMASTER ADVENTURE INQUEST SAMPLE GAMEMASTER ADVENTURE

InQuest combines the best card game elements to create...

THE ULTIMATE CCG



What's the best collectible card game ever? Well, *Magic*, obviously. It's sold a gajillion copies and everyone plays it. No, wait a minute. It's gotta be *Legend of the Five Rings*. Anyone who heard about the Day of Thunder will admit that nothing beats... hold on. Almost forgot about *Netrunner*, the only game to get full marks when we rated all CCGs in *InQuest* #25's "Full Deck" article. Of course, that was more than two years ago and we haven't seen much for it since. Maybe it's *Star Wars*, or some new game that's just hitting the scene.

The truth is that the "best game ever" isn't any one of those. It's all of them. Each of those games—and some others that may surprise you—tops the field in one way or another. One's got the best combat system, another's got the best means of drawing cards, and a third looks the best sitting on the table or in your binder. If we had our way, we'd choose the best parts of each and put together our own CCG, one that would blow away anything you've ever seen. Here's how we'd do it.

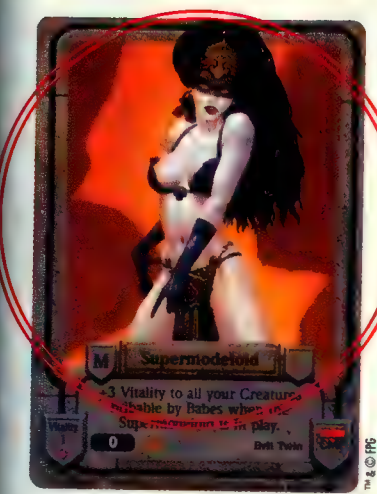
By Jason Schneiderman and the InQuest staff

The Story Legend of the Five Rings

The first question people ask when they hear of a new game is, "So what's it about?" The answer's got to be good—without a storyline, a CCG is just a jumble of numbers on bits of cardboard. What makes a storyline great, though, is a real connection to the game. Players should feel like the events described are actually happening each time they play.

As far as we're concerned, no CCG handles plot and characters like *LSR*. The saga of the Clan Wars has kept fans involved like no other as they watch the heroes and villains become more experienced and ancient families rise and fall. Armies fight either to keep the Emerald Empire from falling into a thousand years of darkness...or see that it does!

As part of its innovative game design, *LSR* captures the nature of its ever-developing storyline by creating new character cards each set; as events change the characters, the new Experienced versions of the characters reflect the changes, sometimes increasing the character's power level, sometimes decreasing it, other times radically altering the character's abilities according to the storyline. And, in one of the smartest moves ever, Five Rings put many of the big decisions, including the choice of the new emperor, in the hands of the experts—the players. Nothing draws players to a game more than making them a part of it.



After the storyline, the next "first impression" is made with artwork. Let's face it: looks count. The best mechanics in the world can't save a game from the discount bins if it's painful to look at. On the other hand, if the cards are pleasing, collectors will snap them up no matter what the game's like. Compare the two "Star Trek" CCGs: Decipher's is still going strong, while Fleer/SkyBox's game is litterbox filler.

That's why we'd take our cues from *Guardians*. You don't see it played much these days, but that game wowed everyone with the quality of its art. Not only did it feature top-ranked fantasy artists from Brom to Denis Beauvais to Keith Parkinson, but FPG knew how to display that art to its best advantage. No tiny pictures in bordered frames here; the art on a *Guardians* card takes up most of the space. Statistics and game text are kept to the sides, out of the way, leaving the focus on the illustration.

Artwork Guardians

Art and story get people interested, but there's got to be some steak to go with the sizzle. Here's where we start building the game.

You can't have a CCG without conflict. (Well, you can. But when was the last time you saw anyone playing *Sim City* or *Xxxenophile*?) The problem is that most games use the same old idea: strength against toughness, higher number wins. It all boils down to arithmetic. Ho hum.

That's why our pick for the best combat system is a newcomer. Every card in your 52-card *Doomtown* deck has a suit and value, like a playing card. To resolve a combat, you draw five cards and play a hand of poker; the best hand wins. Characters that are good in combat can help you out, giving you extra cards or letting you discard lousy ones, but even the best gunfighter can sometimes be outdrawn by a rookie with a royal flush.

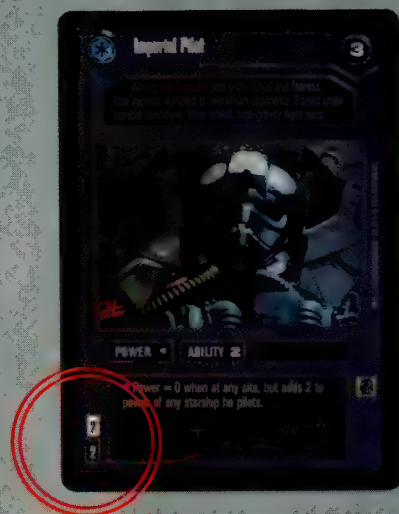
In our CCG, we'd add a similar element to make sure that no combat was ever a foregone conclusion. If we decided to use dice in our game for random effects, they'd be the common six-siders which would be included in every starter deck. No matter what, it'd be packed with action.

Combat Doomtown



The biggest nightmare most CCG players have—besides showing up to a tournament with no pants on—is getting “mana screwed.” Either you don’t have enough resource cards (lands, holdings, whatever) to play the cards you’ve got in your hand, or you have more than enough resources, but you don’t have cards that’ll do you any good. Either way, you sit back and stew while your opponent walks all over you.

What we like best about *Star Wars* is that the Force your locations generate can be used either to draw cards or deploy them. If you’ve got good stuff in hand, you can “use the Force” to play it. Otherwise, draw cards like a madman until you find that lightsaber you need. The choice—and the speed—is yours to determine. We’d be sure to make that kind of control over card-flow a part of our CCG.



© Lucasfilm Ltd. and Dugdale Inc.



Magic: The Gathering is a registered trademark of Wizards of the Coast

Resource management is fun...for accountants. The rest of us aren’t interested in keeping track of gold or interstellar credits; we just want to play our cards. It’s best to keep it simple, and bringing in cards is one of the few things that’s still simple about *Magic: The Gathering*.

For the seven people out there who’ve never played *Magic* before, we’ll explain. Lands tap to produce mana, usually one-for-one. The mana goes into a pool, where it waits until you spend it on the cards you put into play. You can play cards whenever you want on your turn, and occasionally during the other guy’s turn. Any mana in your pool that you don’t spend damages you. That’s it. No limitations on cards per turn. No awkward buying phases. No action tokens to track. Just tap, pay and play.

Magic’s system works the way you think it should. It’s very elegant, easily identifiable and those five different mana symbols look cool to boot. The ultimate CCG needs a system this intuitive.



Netrunner is a registered trademark of Wizards of the Coast

If this is going to be the world’s greatest CCG, we have to make sure to keep gamers in mind. It’s not enough to have cool cards and smooth mechanics...playing the game has to be fun in itself. And no game beats *Netrunner* for getting an individual player involved.

What’s so hot about *Netrunner*? Players challenge each other directly instead of through minions or, as in games like *Mythos*, not at all. Start with the two sides—the Runner and the Corp—which let the player slip immediately into the right frame of mind for missions of financial duplicity or daring raids. As the data run develops, the Runner slaps down software to break into installations, while the Corp player installs ICE (electronic countermeasures) as fast as he can to thwart the cybertheft. The real interaction shines, though, from the bluffing aspect of the game. Is that secret agenda the Corp player just constructed a big-point conglomeration or a deadly trap?

Then, there’s the fact that the turn phases are modular; you’ve got a whole bunch of choices—draw a card, go on a run to score points, gain money. There’s so much freedom that every turn is exciting, and you can customize on the fly what you need, when you need it, to get you back in the game.



© Tolkien Enterprises, Iron Crown Enterprises registered uses.

When it’s all over, one player ends up the winner and everyone else is crying in their Mountain Dew. The best games have multiple paths to this point: lots of victory conditions means a variety of strategies and deck designs, which means lots of happy gamers.

Many games have different ways to win, but they tend to be independent of each other. *Middle-earth* takes this category because its marshalling points link all the victory conditions together. Players can gain marshalling points by recruiting factions to their cause, traveling through the wilds of Middle-earth to find long-lost treasures or defeating creatures. Every success leads you closer to victory when the Council is called. If that’s not enough ways for you to win, you can always try destroying the One Ring at Mount Doom.

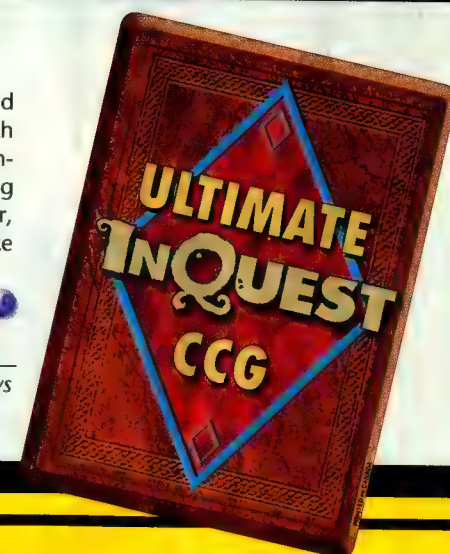
The ultimate CCG would have something to please everyone. Players could win through battle, through collection, through diplomacy...maybe even a few key events like the One Ring. Giving things a point value keeps all these tactics on the same level, an important consideration should the game ever progress to a tournament level.

LET’S PLAY

So...if we were making the ultimate CCG, it’d look something like this. It’d have professional art—and at least one babe card. There’d be a storyline with a plot you can follow and characters that develop from expansion to expansion. Turns would be modular, with card draws players can control, and playing cards would be as simple as tapping land. Each combat would be a nail-biter, and each turn a step closer to one of a dozen kinds of victory. Put a game like this on shelves and watch it fly.

Oh...and we’d sell it for a buck-fifty.

Jason Schneiderman thought that the ultimate CCG was *Ultimate Combat*; says so right on the package.



Ultimate Errors

After looking through the CCG field for elements to “borrow,” we also found a few examples of what not to do.

WORST STORYLINE: *OverPower*. Marvel and DC Comics have spent decades creating stories that fire the imagination. So why make a CCG that’s devoid of plot? There’s more to comic books than fighting guys in spandex.

BIGGEST ARGUMENT AGAINST RECYCLING: *Spellfire*. We know that TSR has vaultloads of art from their *D&D* supplements. That’s no excuse to fill more than half the cards with cropped pictures and map fragments. Of course, maybe we should count our blessings. The Photoshopped staff pictures are even worse.

STUPIDEST GIMMICK: *Hyborian Gates*. This promotional vehicle for Boris Vallejo and Julie Bell came with tiny cardboard pyramids that you were supposed to punch out and assemble. Whoever brought the most of these pieces of junk to the table went first. Ugh. *Runner up:* *Arcadia*, with its pop-up character cards.

WORST TABLE LAYOUT: *Imajica*. Playing cards face down to a

circle in the center of the table is a recipe for confusion. Where did I put that Dominion again?

LAMEST COMBAT SYSTEM: *Super Deck!* Yes, we pick on this long-forgotten dunker... but any game that uses flash cards to determine a combat total should be mocked for generations to come.

WORST THING TO HAPPEN TO CCGS: Chase cards. Also known as ultra-rares, nothing says “cheap marketing play” like some silver-spangled card that comes one to a booster box and beats everything else in the game. First-edition *Rage* and *X-Files* are notorious offenders.

BIGGEST P.R. DISASTER: *Jyhad*. Choosing a name reminiscent of the Moslem holy war offended people who didn’t play the game. Changing the card backs for the Unlimited Edition annoyed those who did. These days, you can buy a booster box for 36 cents.

THE “BRIGHT IDEA” AWARD: *Heresy*. “Hey, guys! Why not make the cards twice as tall? Wouldn’t that be cool?” Umm, no.

WIZARD WORLD CHICAGO '98

July 17-19, 1998

ROSEMONT CONVENTION CENTER

MEET THE EDITORS OF:

INQUEST

THE GAMING MAGAZINE

**KIDS 10 AND UNDER
FREE!*** THANKS TO MARVEL COMICS

For advance tickets, call
1-800-690-1669

Tickets	1-Day	3-Day
Adults	\$20	\$40
Children 10 & under	FREE†	FREE†

† With the purchase of an adult ticket. Toll free number operates in the U.S. only.

Advance ticket orders will receive a *Cliffhanger* #0 exclusive variant comic book (with art by J. Scott Campbell, Joe Madureira and Humberto Ramos) and early VIP admission to the show before the doors open to the general public (Sat. and Sun. only).

Payment must be included with all orders. Send check or money order payable to Entertainment Conventions, or pay by credit card. We accept Visa, MasterCard and Discover. Credit card orders must include the cardholder's name, the complete card number and expiration date. With payment, please send your name, address, date of birth and the specific days you will be attending to: Wizard World Chicago, P.O. Box 656, Yorktown Heights, NY 10598.

Tickets are sent via first-class mail for all orders received by 6/24/98. All orders received after that date will be held for pickup at the door. All orders received after 7/15/98 will not be processed and will be returned to sender.

For travel and hotel information, call Tzell Travel at 800-865-9038 ext. 410.

Guest list subject to change.

1998 GUEST
OF HONOR



McFarlane

CREATOR OF **SPAWN**

**FREE SPAWN
OVERPOWER CARD FOR ALL ATTENDEES!**
MEET TONS OF SPECIAL GUESTS!

SUPER CARD

FRIDAY Card Gaming- Room #6

Time	Tourney	Time	Tourney
11-11:30 AM	Magic: The Gathering Limited * OverPower Constructed	3-3:30 PM	Magic: The Gathering Limited Magic: The Gathering Standard OverPower Sealed C-23 Sealed
11 AM-12 PM	Legend of the Five Rings	3-4 PM	Legend of the Five Rings
11:40 AM- 12:10 PM	Magic: The Gathering Limited OverPower Constructed	3:40-4:10 PM	Magic: The Gathering Standard OverPower Sealed C-23 Sealed
12-1 PM	Legend of the Five Rings	4-5 PM	Legend of the Five Rings
12:20- 12:50 PM	Magic: The Gathering Limited OverPower Constructed Magic: The Gathering Standard *	4:20-4:50 PM	Magic: The Gathering Standard OverPower Sealed C-23 Sealed
1-1:30 PM	Magic: The Gathering Limited OverPower Constructed Magic: The Gathering Standard OverPower Sealed	6-11 PM	Official Star Trek Sealed Deck (at Hyatt) Magic: The Gathering Single Color
1-2 PM	Legend of the Five Rings	Prizes for OverPower Tournament include: -Limited Spawn card to every contestant -Subscription to every Marvel comic for a year -Subscriptions to Marvel comic families for a year (I.e. Spider-Man titles)	
1:40-2:10 PM	Magic: The Gathering Limited OverPower Constructed Magic: The Gathering Standard OverPower Sealed	Prizes for Star Trek tournament include: -T-shirts -Sealed decks and packs -Collector's boxes for cards	
2-2 PM	Legend of the Five Rings		
2:20-2:50 PM	Magic: The Gathering Limited OverPower Constructed Magic: The Gathering Standard OverPower Sealed C-23 Sealed		

Walter Koenig

Claudia Christian

BABYLON



Jason Carter



HUNDREDS OF
EXHIBITORS INCLUDING:

Wizards
OF THE COAST®

FASA
CORPORATION

DECIPHER®



STAR
WARS

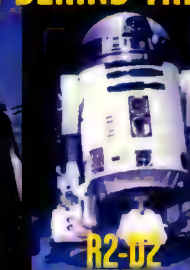
MEN BEHIND THE MASKS



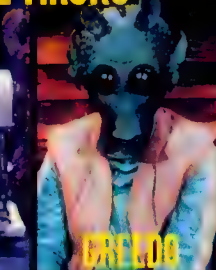
DARTH VADER



BOBA FETT



R2-D2



GREEDO

GAME TOURNAMENTS

SATURDAY Card Gaming- Room #6

Time	Tourney	Time	Tourney
11-11:30 AM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed	2:20-2:50 PM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed Magic: TG Standard C-23 Sealed *
11 AM-12 PM	Doomtown Constructed		
12-1 PM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed	3-3:30 PM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed Magic: TG Standard C-23 Sealed
1:00 PM	Doomtown Constructed Star Trek Constructed	3-4 PM	Doomtown Constructed Star Trek Constructed
1:20-1:50 PM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed Magic: TG Standard	3:40-4:10 PM	Magic: TG Standard C-23 Sealed
1:30 PM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed Star Trek Constructed	4-5 PM	Doomtown Constructed
1:50 PM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed Magic: TG Standard	4:20-4:50 PM	Magic: TG Standard C-23 Sealed
2-2:10 PM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed Magic: TG Standard	6-11 PM (at Hyatt)	Official Star Wars Sealed Deck* Magic: The Gathering "World Domination"
2:10 PM	Magic: The Gathering Limited OverPower National Semifinals Shadowrun Constructed Magic: TG Standard	Prizes for OverPower Tournament include: -Subscription to every Marvel comic for a year -Subscriptions to Marvel comic families for a year (I.e. Spider-Man titles)	
2:20 PM	Doomtown Constructed Star Trek Constructed	Prizes for Star Wars tournament include: -T-shirts -Collector's boxes for cards	

SUNDAY Card Gaming- Room #6

Time	Tourney	Time	Tourney
11-11:30 AM	Magic: The Gathering Limited* OverPower Nationals OverPower Constructed *	2-3 PM	Legend of the Five Rings Star Wars Constructed
11 AM-12 PM	Legend of the Five Rings	2:20-2:50 PM	Magic: The Gathering Limited OverPower Nationals OverPower Constructed Magic: The Gathering Standard
11:40 AM- 12:10 PM	Magic: The Gathering Limited OverPower Nationals OverPower Constructed Magic: The Gathering Standard *	3-3:30 PM	Magic: The Gathering Limited OverPower Nationals OverPower Constructed Magic: The Gathering Standard
12-1 PM	Legend of the Five Rings Star Wars Constructed	3-4 PM	Legend of the Five Rings Star Wars Constructed
12:20- 12:50 PM	Magic: The Gathering Limited OverPower Nationals OverPower Constructed Magic: The Gathering Standard	3:40-4:10 PM	Magic: The Gathering Standard
1:00-1:30 PM	Magic: The Gathering Limited OverPower Nationals OverPower Constructed Magic: The Gathering Standard	Prizes for OverPower Tournament include: -Limited Spawn card to every contestant -Subscription to every Marvel comic for a year -Subscriptions to Marvel comic families for a year (I.e. Spider-Man titles)	
1-2 PM	Legend of the Five Rings Star Wars Constructed	Prizes for Star Wars tournament include: -T-shirts -Sealed decks and packs -Collector's boxes for cards -Special prize for winner of today's tournament	
1:40-2:10 PM	Magic: The Gathering Limited OverPower Nationals OverPower Constructed Magic: The Gathering Standard		

FOR MORE INFORMATION VISIT US ONLINE AT www.wizardworld.com

KILLER DECKS

On the Defensive

BY LEN BLADO

Magic tournament decks usually fall into one of two categories. Most decks are offensive in nature, seeking victory quickly through damage. A large chunk of the remainder tend to be based around countermagic and denying such an offense. However, there is another type—that which seeks only to survive until a favorable environment emerges.

"The Fortress" is such a deck. Packed with defensive cards and deck manipulation, it erects an unassailable wall against offensive decks while maintaining enough card advantage to penetrate a countermagic screen. Even though most of this deck could have been assembled prior to *Stronghold*, three core cards emerged with the set's release: Constant Mists, Mulch and Hidden Retreat. Between Constant Mists and Hidden Retreat, all damage from any source can effectively be prevented for a reasonable cost. Unfortunately, both have the drawback of expending cards to use—which is where Mulch comes in.

Mulch is one of the more overlooked cards from *Stronghold*. Alone, it lets you draw up to four cards for two mana, but the real key lies in its many combos. With Sylvan Library and Scroll Rack, your hand-size will almost always increase by four cards. Even better, Mulch can draw non-basic lands, letting you get multi-purpose cards such as Stalking Stones, Quicksand and Wasteland. Plus, with *Weatherlight's* Gaea's Blessing, Mulch can help you shuffle your graveyard back into your deck as needed.

The keys to engineering your use of Mulch are the Scroll Racks and Sylvan Libraries. You'll want to play these cards as soon as possible to expand your options. There's no way to protect them against early Disenchants, but an Argvian Find or Gaea's Blessing can bring them back if need be. As your hand-size starts to decline,

Tithe and Mulch can be used to refill it. Spirit Link can be used to prevent large, fast creatures from taking too



When the world's chocolate supply ran out, Lady Godiva was forced to enter a less appetizing venture.

big a bite before you can deal with them.

Against aggressive decks, prevent damage as early as possible, but be wary of abusing the buyback on the Constant Mists. Early on, it's better to not buy it back and hope it recycles back into your library than to cripple your development by getting rid of land. Only later in the game, once the Mulch engine has kicked in, should the buyback be used. Against more defensive decks, playing the Wand of Denials early is often essential. When life totals aren't a major issue, the ability to manipulate what your opponent draws will ensure that any cards you can't immediately handle are eliminated.

When you draw your Steel Golems, you should almost always play them as an early blocker. Since the Golems can be cycled back from the graveyard anyway with Argvian Find, getting them killed is no great worry. At 3/4, it's unlikely that most creatures they can block will be able to kill them. Later in the game, with the Hidden Retreat and Constant Mists, they become virtually

THE FORTRESS

GREEN

- 2 Constant Mists
- 4 Gaea's Blessing
- 4 Mulch
- 2 Sylvan Library

WHITE

- 2 Argvian Find
- 3 Disenchant
- 2 Gerrard's Wisdom
- 2 Hidden Retreat
- 2 Spirit Link
- 2 Tithe
- 2 Wrath of God

ARTIFACTS

- 2 Scroll Rack
- 3 Steel Golem
- 2 Wand of Denial

LAND

- 5 Forest
- 2 Gemstone Mine
- 7 Plains
- 4 Quicksand
- 4 Stalking Stones
- 2 Vec Township
- 2 Wasteland

SIDEBOARD

- 2 Argvian Find
- 1 Aura of Silence
- 3 Choke
- 1 Disenchant
- 1 Gerrard's Wisdom
- 2 Jester's Cap
- 1 Repentance
- 4 Sacred Ground



"Doggone-it! Lady G got all the good stuff!"

indestructible in combat and can be used to batter through most creature complements.

Once the midgame has been reached, you can breathe a little easier. The deck, properly functioning, can hold off virtually any assault almost indefinitely and is robust with recursion. A well-timed Wrath of God can get rid of any weenies still hanging around from the early game, and Gerrard's Wisdom will recoup early life loss. Your opponent should have exhausted his store of enchantment/artifact removal by this point, and with the Wand of Denials working, no more should emerge.

Now, the Steel Golems and Stalking Stones can be put to work, pounding on your opponent rather than trying to stave off attacks. With the combination of Constant Mists and Hidden Retreat, it's almost impossible to lose them in combat, and 3 power is sufficient to deal with most opposing creatures. Within five or six turns, you should be able to deal 20 damage, which is usually enough to win the game.

If worse comes to worse, you can always wait out your opponent; since it's next to impossible for you to run out of cards, chances are your opponent will deck himself if you're patient enough. While not an ideal road to victory, it does bear examining should you find yourself in an otherwise untenable situation. Against certain decks, such as extremely defensive countermagic decks, this can indeed be a viable road to victory once the sideboard comes into use with the Jester's Caps and the additional Argvian Finds.

The sideboard can also address specific threats. Choke will single-handedly destroy most blue decks, and with up to three available, the main defensive complement of Constant Mists and Hidden Retreat can often be removed to simply void an opponent's threats before they occur. Repentance and Gerrard's Wisdom can be brought in to augment the deck's ability to deal with fast decks, and Disenchant and Aura of Silence can be used to address decks unusually high in artifacts and enchantments. Land destruction is one major weakness. Fortunately, Sacred Ground is all the protection you need. Lastly, aside from the use of the Jester's Caps to deck an opponent, they can be used as preemptive countermagic against cards that "The Fortress" cannot handle in any other manner.

Many players never venture into the realms of defense, but rendering an opponent impotent can be just as gratifying as grinding him into rubble. After all, when you defeat him in four turns, he can go home to gnash his teeth in anger. When you defeat him in 20, he's got to stay at the table and suffer until you deign to kill him.

Len Blado rarely toys with his opponents when he could be killing them. Almost never. Honest.

THEME DECKS

the non-killer deck

INDIRECT DAMAGE

So you've just been pounded out of existence in your latest S-attempt at Chaos Magic because your "friends" ganged up on you. Just when you were winning too. No more! Instead of dividing your attentions, try simply killing everyone at once—including yourself and any hapless creatures which got caught in the crossfire. Ignore the subtle politics of Chaos and simply go for the brutal and merciless kill.

Granted, throwing away your life frivolously to power spells which will reduce your life total even further may not seem like a solid strategy, but at least it will catch your opponents off guard. And while this deck won't win you any friends or tournaments, it should ensure that when everyone gangs up on you in your next Chaos game, at least they'll have a good reason.

■ Len Blado

PAIN FOR ALL

- 1 Ancient Runes
- 1 Ankh of Mishra
- 1 Crypt Rats
- 1 Cyclone
- 1 Earthquake
- 1 Evincar's Justice
- 1 Fork
- 1 Forsaken Wastes
- 1 Gangrenous Zombies
- 1 Manabarbs
- 1 Hurricane
- 1 Ifh-biff Efreet
- 1 Lim-Dûl's Hex
- 1 Pestilence
- 1 Pox
- 1 Power Surge
- 1 Primal Order
- 1 Shard Phoenix
- 1 Syphon Soul

WHERE'S MY CHASM?!

- 1 Demonic Tutor
- 1 Regrowth
- 1 Wheel of Fortune

PAYING THE BILLS

- 2 Ancient Tomb
- 4 Badlands
- 4 Bayou
- 4 City of Brass
- 4 Dark Ritual
- 2 Eladamri's Vineyard
- 2 Lake of the Dead
- 2 Lion's Eye Diamond
- 2 Mana Vault
- 2 Mox Diamond
- 2 Scorched Ruins
- 4 Taiga

EXCEPT FOR ME

- 4 Glacial Chasm



KD2

KILLER DECKS II

BY JEFF HANNES

When building a *Doomtown* deck, there are two things you have to consider: what cards you're puttin' in your deck—which dudes, deeds, actions and what-not—and what poker cards you'll need. You know: spades and clubs, jacks and aces.

Some people focus on one or two ranks and include 10 or more of a single number to give themselves the best shot at three- or four-of-a-kind. Others go after flushes, loading up on one suit. This deck doesn't go either route.

Instead of going after a good poker hand, this Collegium deck is about as balanced as possible. In fact, it's only four cards short of an actual poker deck—one of each spade, one of each heart, and so on. What's that mean? Well, a couple of things.

First, you're almost never gonna get caught cheatin'. The only duplication in the deck is four five-of-clubs and two jack-of-spades, and one of those jacks is a starting character. Playing honest-like will be especially useful later in the game when you can draw several cards during a shootout and put together a killer legal hand.

Second, you may have noticed that the only card duplicated in this deck is Double Dealin'. Go figure. If you catch your opponent cheatin' in a shootout you can slap him with a Double Dealin'. Given the nature of this deck, straight five-card poker hands are usually going to be pretty bad. Finally, because of the lousy poker hands, no one other than a fananglin' Sweetrocker is going to have a better chance of winning lowball. That means more ghost rock for you and less for your opponents.



Billy Bob Westchester discovers Excedrin Headache #29.

Speaking of ghost rock, this deck produces a ton of it, and not just from lowball. As a starting character, Prof. Susan Franklin balances out Gerald Klippstein's upkeep, giving you the Collegium's full +3 each turn. And with 11 deeds that produce ghost rock, you'll be able to crank out plenty once the deck gets going. With the exception of the high-control point deeds, you should play all your deeds as soon as you can. Wait until you have some heavy hitting gunfighters before you pop the big ones into play.

One thing you don't want to do is go running off into fights. Without the aid of high-bullet dudes and weapons, your dudes are likely to get whacked in gunfights.

While you're hangin' out, load up on goods, including plenty of nifty gadgets. Weapons like the Gatling Gun and the

STRAIGHT POKER

DUDES

- 1 Arizona Jane
- 1 Austin Stoker
- 1 Cassidy Greene*
- 1 Charlie Landers*
- 1 Erik Zarkov
- 1 Gerald Klippstein*
- 1 Gunther Napworth*
- 1 Hangin' Judge Gabriel
- 1 Jessie Freemont
- 1 Moredith Singleton
- 1 Prof. Susan Franklin*
- 1 Rachel Sumner
- 1 Vampiric Dance Hall Girl

DEEDS

- 1 Blacksmith
- 1 Dragon's Nest Strike

- 1 Drop in the Ocean Strike
- 1 Golden Mare Hotel
- 1 Holl's End Mine
- 1 Henry's Hole
- 1 LAD Saloon
- 1 Pony Express
- 1 Red Hill Hotel
- 1 Sam's General Store
- 1 San Simeon Mine
- 1 Scrapyard

ACTIONS

- 1 A Secret Tunnel
- 1 Ace in the Hole
- 1 Bad Tequila
- 1 Caught With Yer Pants Down
- 1 Cheatin' Varmint
- 1 Claim Jumper

- 1 Crack Shot
- 1 Doad Man's Hand
- 4 Double Dealin'
- 1 Ignore 'Im
- 1 Pistol Whip
- 1 Quickdraw
- 1 Shortcut

GOODS

- 1 Bullet-Proof Vest
- 1 Flamethrower
- 1 Gatling Gun

*starting characters

- 1 Gatling Pistol
- 1 Kenny
- 1 Mechanical Horse
- 1 Prof. Parnham's Miracle Elixir
- 1 Ray Gun
- 1 Rocket Pack

EVENTS

- 1 Eureka!
- 1 Founder's Day

SPECIAL

- 2 Joker

SUBSTITUTIONS

Where necessary, substitute with a card of the same suit and rank.



"That's the last time I poke a constipated male."

Flamethrower can turn even a gal like Cassidy into a dangerous fighter, especially if you've got a Crack Shot in your hand. The Mechanical Horse and Rocket Pack are especially handy if your opponent tries to squat on your strikes and you want to go pick a fight. Sam's General Store and the Scrapyard make playing goods a snap.

The terror of this deck—literally—is the Vampiric Dance Hall Girl. Load her up with a Ray Gun and a Bullet-proof Vest and she becomes a nearly unstoppable force. With a nine-card stud hand, you should be able to put together some fine non-cheatin' hands. Of course, if you can bring some of your scrubs into the fight, all the better. If you lose the first round, dudes like Erik Zarkov and Kenny can be sacrificed, keeping the Dance Hall Girl around and making her even tougher in the next round.

Of course, the Dance Hall Girl is a popular target, and if you're unlucky she could get aced. Fortunately, there's plenty of back-up. Later in the game you'll have no problem paying the upkeep for Austin Stoker or Rachel Sumner. In fact, by the late game, ghost rock shouldn't be an issue at all.

Sitting around doesn't always work out the way you want it to, though. Your opponent may put together a posse to Ambush someone like poor 'ole Charlie. Or maybe he's got Black Jack just daring you to leave home. Late in the game—once eight ghost rock is no big deal—you can get your revenge. Drop Hangin' Judge Gabriel into play and watch your opponent scramble. Gabriel ain't meant to stay in play for long.

When you do get involved in a shootout and you've got non-stud draw bonuses, keep in mind the cards in the deck. Not including your starting characters (which should be in play) you've got four each of K, Q, J, 9, 8, 4 and 3, three each of 10, 8, 6, 2 and A, six 5's, and only one 7. When choosing which cards to discard, look at the cards you have in play and the cards in your hand. This will give you a good idea of which cards you won't draw.

The key to playing this deck is patience. While it may be tempting to send the Vampiric Dance Hall Girl out to wreak some havoc, one Out of Ammo and she could be looking at an early trip to boot hill. Take your time, build up your resources, and when the sun is high, head out and whip some Gomorran butt.

Jeff Hannes never cheats. Whining is far more effective.

UP YOUR SLEEVE

ACE IN THE HOLE

As you'd expect from a card that's, well, up your sleeve, this new action card from the Episode #3 set adds a wealth of options for savvy players. Let's start with the obvious—improving your hand in a gunfight. Whether you're shooting for a flush, a full house or even a dead man's hand, Ace in the Hole greatly improves your odds.

The beauty of this card is that you don't have to use it until after draw hands are revealed. Let's say you've got two-pair and Ace in the Hole can give you a full house. If your opponent only has one-pair or worse, you can just stick with the hand you've got.

Ace in the Hole also lets you back out of a cheatin' hand. Maybe you decide to go with a non-legal four-of-a-kind instead of a legal three-of-a-kind because you're worried about your opponent's hand. If it turns out his hand isn't that great, you can pull away that cheatin' card to avoid getting slammed by a card like Double Dealin'.

Don't overlook the impact Ace in the Hole can have during the lowball phase either. Nothing sucks more than losing your Joker in a lowball hand—Ace in the Hole lets you save it for future use by sending it to your discard pile. You may also draw an event that you don't want to deal with just yet, like an untimely Christmas Day. With Ace in the Hole you can pluck that event out before it resolves. On the flip-side, you can place an event from your play hand into your draw hand so it takes effect.

Finally, there's the most basic use of just using Ace in the Hole to get cards out of your hand so you can draw the cards you need. However you decide to use it, one thing's for sure: Ace in the Hole is a staple card, sure to find a place in every deck.

—Jeff Hannes



Reaction: Play after Draw Hands have been revealed for any draw. You may discard one of your cards and replace it with either a card from your Play Hand or the top card from your deck.

"How do you figure out which player is cheating? Find the one who never looks at his cards."
—Hector Casparo

The best card in *Doomtown*?

**THIS MONTH
QUEEN
FOR A
DAY**

Poor Eugene T. Dudley. The world's worst *Magic* player is in love again... But this time, it's not the lovely Lula Petunia that has grabbed his heart. No, the object of Eugene's affections is... his Sliver Queen. He's eaten with her, watched television with her—even bathed with her. But since he became obsessed, the one thing he *hasn't* managed to do is actually put her into play during a game.

He's been using a black/green reanimator deck with no success. Johnny "Big Bad" Wolf has repeatedly crushed his deck—and his spirit—with his "blow your house down" land destruction deck. But Eugene is desperate and—having ingested only half a donut and a dozen cans of Yoo-Hoo for lunch—has begun to hear the Queen calling out to him, begging him to free her, promising him untold pleasures if he succeeds. And so, with a cry of "I will cast and protect you, your royal highness of Sliverdom!" he has set about his goal. Quickly, before he goes utterly mad, help Eugene **get the Sliver Queen into play this turn.**

- It's the beginning of Eugene's main phase. He has 4 life left. Killing him would be a bad idea considering his frame of mind; he's likely to snap and run around the room, scattering Mogg Squads in his wake. It'd be messy. Make sure he survives the turn.
- Thanks to a Tormod's Crypt, Eugene's graveyard is totally empty, as is Johnny's.
- The reanimator half of Eugene's deck hasn't been very effective, so it looks like you're going to have to find a way to cast the Sliver Queen.
- It doesn't matter what Johnny has in play; he's already decided that Eugene is a stark raving lunatic he'd better not disturb...any further, anyway.

[illegible]

With no cards in his graveyard or library, Eugene will die during his draw phase, which means you need to solve the puzzle during his upkeep:

1. Send a Snow-covered Forest back to your hand and use the Quirion Ranger's ability to untap the Orchish Lumberjack.
2. Tap the Orchish Lumberjack to sacrifice your other snow-covered forest, adding three green mana to your mana pool.
3. Put a -0/-1 counter on the Wall of Roots to add one green mana to your mana pool.
4. Channel all four mana through the Initiates of the Ebon

- Hand to make it black.
5. Spend all four black mana to activate the Crypt Rats' special ability. Your creatures each take four damage, destroying all of them.
6. Because of the Oath of Lim-Dûl, you must sacrifice four permanents or discard four cards. Choose to sacrifice your four remaining lands.
7. At this point the only permanents you have in play are City of Solitude, Forbidden Crypt, Intruder Alarm and Oath of Lim-Dûl, all of which are untapped.

LAND

City of Shadows (with 6 counters on it)
Gemstone Mine (with 3 mining counters)
Swamp

CARDS IN PLAY

Brine Shaman
Eladamri's Vineyard
Fyndhorn Elder
Harvest Wurm
Seeker of Skybreak
Skyshroud Vampire
Stronghold Assassin
Sylvan Hierophant

CARDS IN HAND

Contagion
Mox Diamond
Reanimate
Sliver Queen
Soldevi Adnate
Verdant Touch

THE CONTEST

Mail in your step-by-step solution to:
DEAD MAN'S HAND:
QUEEN FOR A DAY
C/O INQUEST
P.O. BOX 118
CONGERS, NY 10920-0118

The winner, randomly chosen from all correct entries, will snag a box of *Exodus*. All entries must be postmarked no later than **July 31, 1998**.

BY REI NAKAZAWA

BY COLLIN JACKSON STUMPERS

FREQUENTLY ASKED QUESTIONS ON MAGIC: THE GATHERING

Q: I have an Intruder Alarm in play. What happens if I cast a Thundermare?

—Bobby Burstein, Richmond, Va.

A: You get to choose in which order to play the two abilities. If you play the Alarm's effect second, then all the creatures in play will end up untapped. If you play the Thundermare's effect second, then all creatures except for the Thundermare will end up tapped. Note that if the nonactive player (your opponent) had controlled the Intruder Alarm, then you would be forced to deal with the Thundermare before your opponent got a chance to play the Intruder Alarm's ability, so all creatures would end up untapped.

Q: I have a Dream Halls out and I discard a blue card to cast Capsize; can I buy it back?

—Bobby Chen, New York, N.Y.

A: Yes. However, you'll have to pay the buyback cost in mana; the Dream Halls is capable of paying for the casting cost only, not any additional costs on the card.

Q: When I put a Clone on the top of my graveyard, what does my Volrath's Shapeshifter turn into?

—Fred Ackerman, San Jose, Calif.

A: The Shapeshifter copies the Clone card as well as it can, replacing any undefined characteristics with its own. Basically, it's a 0/1 blue creature with type Summon Clone.

Q: I have an Eladamri's Vineyard in play and my opponent has a Propaganda. Can I use the mana from the Vineyard to pay for the cost the Propaganda is imposing on my creatures?

—Fotis Giakob, Peiraias, Greece

A: No, you cannot. Your mana pool clears at the beginning and end of your attack, and payment for Propaganda happens during the "declare attackers" step of combat. Thus, you won't be able to use mana from your main phase to pay for an attack cost.

Q: If I have an Unstable Shapeshifter in play and I cast Phyrexian Dread-

nought, can I sacrifice the Shapeshifter to pay for the Dreadnought's "coming-into-play" cost?

—Nick Rogers, Niagara Falls, Canada

A: Yes. Since you choose the order that the triggered effects resolve, you can simply transform the Shapeshifter into a Dreadnought first, and then sacrifice the 12/12 Shapeshifter to allow the real Dreadnought to remain in play. In a Standard Type II tournament deck, you can do this on the first turn with five cards. (No, I won't tell you how.)

Q: I cast Consecrate Land on my Gemstone Mine. Then, I tap it for mana, removing the last counter. Will the Consecrated land go to the graveyard?

—Isaac Riisness, Mandeville, La.

A: Yes. Consecrate Land only prevents regular destruction; it can't help when your land is being buried (or sacrificed).



HUH?

What happens if I try to Polymorph my creature and I reveal a Clone?

Q: I cast a Recall, and my opponent uses Tormod's Crypt in response. What happens?

—Bio Epi Mazzucco, Rome, Italy

A: You discarded the cards to the Recall when it was announced, so they'll be removed from the game when the Crypt's ability resolves. The Recall will fizzle because its targets are no longer legal.

Q: During my upkeep, I declare that I am returning a Spike Drone to my hand for Stampeding Wildebeest's upkeep. In response, I pay 2 to move the counter

onto the Wildebeest. Will the 0/0 Drone return to my hand?

—Joe Jaczewski, East Amherst, N.Y.

A: No, because the Spike will die as soon as you remove the counter. However, the Wildebeest's mandatory upkeep ability will be considered dealt with for the turn.



HUH?

What happens when two legends come into play simultaneously as a result of Living Death?

Q: My opponent and I both have the same legend in our graveyards. What happens if one of us casts Living Death?

—Kevin Potter, Jamestown, N.Y.

A: Since both legends entered play at the same time, they're both buried.

Q: If I use Goblin War Drums and Familiar Ground together, will they make my creatures unblockable?

—Erik Goebel, Racine, Wis.

A: Effectively, yes, because they cannot be blocked by only one creature and they cannot be blocked by multiple creatures.

Q: When a 1/1 token from Hornet Cannon blocks a Sengir Vampire, would the Sengir Vampire get a +1/+1 counter even though the Hornet Token didn't end up in the graveyard?

—Joe O'Connell, Buffalo, N.Y.

A: Yes, it will still get the counter. Token creatures actually do go to the graveyard when they die, triggering "put into graveyard" effects. As soon as they get there, however, they are removed from the game, because tokens cannot exist out of play.

Q: If I cast a spell and then Fork it, and my opponent responds to the Fork by countering the original spell, will my Fork still resolve normally?

—Josh Crissman, Toledo, Ohio

A: No, it will not. A countered spell is not a legal target for interrupts, so the Fork will fizzle when it tries to resolve.

Q: If I use an Ertai's Meddling to delay a Counterspell for one or more turns, what happens when the Counterspell tries to resolve?

—Ryan McDaniell, Annandale, N.J.

A: Its target will be illegal, so the Coun-

terspell will fizzle and have no effect.

Q: I have a Teferi's Veil in play and I cast Reins of Power, attacking with the creatures I get from my opponent. Do I get to keep them, since they are phased out at the end of the turn?

—Pedro José Simies Claro, Mem Martins, Portugal

A: No. The creatures will phase back in during your untap, but they will be under your opponent's control. This is because "duration" effects like that of Reins of Power will end as soon as the affected permanent leaves play.

Q: If I Corpse Dance a Bottle Gnomes from the graveyard and then sacrifice it for life, does it stay in the graveyard or is it removed from the game?

—Matt Feminella, Auburn, Alabama

A: It stays in the graveyard because Corpse Dance loses track of it once it leaves play. This means that you can reuse the Corpse Dance on the Gnomes again and again.



HUH?

Can you Corpse Dance a Bottle Gnome over and over again?

Q: In InQuest #38, you wrote about the en-Kor/Furnace/Mogg Maniac combo. I don't understand how this works. Since the en-Kor only transfer one point at a time, wouldn't the Maniac die as soon as you redirected a single point to it?

—Dale Long, Bellevue, Neb.

A: No, it won't die until the current damage prevention step ends. Remember, the en-Kor only redirect pending damage; both players get a chance to use as many prevention and redirection spells and abilities as they want before the damage will actually be applied to creatures and players.

Collin has asked us to remind his readers that you really can die from eating 10 plastic poison counters.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at 10Stumpers@aol.com or write to:
STUMPERS c/o INQUEST
151 WELLS AVE.
CONGERS, NY 10920
Include your full name, mailing address and phone number.

stumpers SPOTLIGHT



Q: Can I initiate an Epic Duel against Obi Wan with Vader's Obsession (or against Luke with The Circle Is Now Complete)?

A: No, the Epic Duel card requires that the card played to initiate the duel mentions the appropriate target (Luke for Vader's Obsession and Obi for The Circle Is Now Complete).

Q: Just what is a "location deployment restriction"?

A: These can come from a couple of places. They can be rules-based, like the Dagobah deployment restriction. They can also be character-based, as is the case with Son Of Skywalker, which is limited to Dagobah and Cloud City.

Q: When a card says "Deploys only on...", can I deploy it to that system, the sites, sectors there, what?

A: The character can only deploy to the sites of that system, but can also deploy aboard enclosed vehicles and starships at those sites.

Q: This weird-looking alien doesn't say if it is male or female and my opponent just used M'liyyom Onith's text to get rid of the unique males in my hand. Does it go to the Lost Pile or not?

A: Whenever a character's gender is not indicated by the card's image, game text, title or lore, that character is considered to be a male.

Q: My opponent just played Set For Stun on my Tibanna Gas Miner deployed to Yoda's Hut. What happens to the Great Warrior Jedi Test that is targeting the Gas Miner?

A: When a character leaves the table, all cards deployed upon, or targeting that card, go to the Lost Pile unless there is some text involved that says otherwise. Set For Stun says that any cards deployed upon the character also return to the owner's hand, but since Great Warrior was targeting the character, and not deployed upon him, it would go to the Lost Pile.

Special thanks to Tom Lischke and Matt Mariani at Decipher, Inc. for providing these questions. Visit Decipher online at www.decipher.com.

STUMPER OF THE MONTH

Q: What happens if I cast Polymorph on the only creature in play, and the creature revealed is a Clone?

—Mads Lundager, Odder, Denmark

A: The Clone can't come into play because it has no legal target, so it remains where it is in your library zone. When the Polymorph instructs you to shuffle all the other revealed cards, the Clone gets shuffled into your deck as well.

This month's winner walks off with four different foreign edition Magic packs!

HOUSE RULES

THE BEST IN GAME VARIANTS: **MAGIC**
The Gathering

Choice Drafts

By Jeremy Smith

You're sick of getting toolled on by someone with a well-oiled *Magic* tournament deck with a host of expensive rares. Or maybe you just like seeing new and different cards every time you play instead of facing the same decks over and over. Well, *InQuest* is gonna help you out with a closer look at some of the most popular forms of card-drafting play, where players pick cards from sealed packs or from a pre-selected pool of cards.



"In this format, you'll play with Mogg Conscripts and you'll like it!"

Magic: The Gathering™ & © Wizards of the Coast. Photos courtesy Everett Collection.

Drafting has quickly become one of the most popular forms of *Magic*. If you've never tried it, then you're missing out on a lot of fun...So here are some tips on how to get started running tournaments, leagues or just casual games in five different forms of drafting: Booster, Rochester, Continuous, Solomon and Backdraft.

BOOSTER DRAFT

Players: 4-8.

Cards Needed: Three to four 15-card booster packs per person.

Initial Setup: Seat all players in random order in a circle around a table and give each one the same number and type of booster packs.

How It Works: Each player opens his first pack. Each player chooses a card from the pack, then passes the rest of the pack face-down to the player on his left. The first pick should take no longer than a minute, and subsequent picks should be given a shorter time limit. Repeat this process until all the cards in

each pack have been drafted. After the first pack is finished, open the second pack and repeat the above process, except each player now passes the undrafted cards to the player on his right. Repeat these steps until all cards in each pack have been drafted.

ROCHESTER DRAFT

Players: 2-8.

Cards Needed: Three 15-card booster packs per person.

Initial Setup: Again, seat all players in random order around a table. Separate the pool of packs into three groups, with each group containing the same number of boosters as there are players. Each booster in a group must be from the same set.

How It Works: Open the first booster pack and lay out face-up on the table two cards for each player. Players have 20 seconds to review each pool of cards. A randomly determined player picks one card, with drafting continuing around the table in a clockwise direction until



"I don't get your 'Aunt Jemima' joke, funny boy! New drop and give me 20 Atoga!"

each player has drafted one card. Players have five seconds to draft each card. Then, reverse the order of drafting so that the player who picked last now picks first, and vice versa. Repeat this process, moving the starting drafter one person to the left. After each group of packs is finished, reverse the order of drafting—so that the first round of picks moves to the right for the second group and back to the left for the third group—and continue until all cards have been drafted.

CONTINUOUS DRAFT

Players: Two for each draft, but any number works for a tournament or league.

Cards Needed: Three to four 15-card booster packs per person.

Initial Setup: Each player opens all of his booster packs and has five minutes to look over the cards. Then switch cards with your opponent and take another five minutes to look the new cards over. Finally, shuffle all the cards together.

How It Works: Deal out four cards face up on the table. One player drafts a card, then the other drafts two of the remaining three cards. The first player gets the fourth card. Repeat this process, alternating the first pick between players, until all the cards have been drafted. At the beginning of each match, repeat the process of switching cards with your opponent and then shuffling them all together, giving you a new deck every time you play.

SOLOMON DRAFT

Players: Two for each draft, but any number for a tournament or league.

Cards Needed: Three 15-card booster packs per person.

Initial Setup: Each player opens all

three packs and shuffles them together. If you're playing in a tournament or league, make sure to record which cards are yours beforehand, since you'll be using the same pool against each opponent.

How It Works: One player draws eight cards off the top of the stack and divides them into two piles of at least one card each. The other player looks at the two piles, then chooses one pile to keep and gives the other to the first player. Repeat this process, alternating the "Solomonizing" between players. After each match, pull out each player's original cards and shuffle them in with the next player's cards.

BACKDRAFT

Players: 4-8.

Cards Needed: Three to four 15-card booster packs per person.

Initial Setup: Same as Booster Draft.

How It Works: Same as Booster Draft, only this time the object is to draft the worst deck possible. Once cards have been drafted, players give their cards to their opponents, who must then build the best deck they can.

RESERVES

If you don't feel like splurging on booster packs each time you play, you can make up card pools out of cards that you already own. Make sure to include the same number of cards of each color in the card pool, and try not to throw imbalancing cards into the mix. Feel free to be creative, too—play with all commons, cards you would never normally use in constructed play, or cards which fit a given theme.

These tips should get you going along the right track for running successful

LEAGUE PLAY

Most of the draft formats in this article are ideal for one evening of gaming. Another fun way to use drafting is to set up an ongoing league. You will need two starter decks for each player and one 15-card booster pack per player. Any set or combination of sets works.

The director of the league must open the boosters and record the contents; these cards will be available for drafting. Next you must randomly determine the draft order. Like in Rochester Draft, the order will reverse every other round. Give each player a copy of the card list and the draft order when you hand out the starter decks. Everyone should have at least a day to open their starter deck(s) and look over the lists to plan for the draft.

After the draft, each player gets any 10 basic lands of his choice. Players must construct decks of at least 60 cards—all their remaining cards comprise their sideboard. Over the course of a few weeks, each player should play each other player in three best two-out-of-three matches. Here are a couple of other important rules:

- All league games must be played for ante. If a player antes a card that he does not want to lose, he may flip the next two cards. The opponent chooses which one he wants to play for, and the other one—along with the original ante—is removed from this game.

- Immediately after a player loses a card in ante, he may attempt to trade back for the card, offering any cards in his deck or sideboard. The opponent has no obligation to trade the card back, though. This is the *only* time trading is allowed.

Depending on how many players are in the league, you might want to have a play-off among the top performers at the end of the league, and a prize is always nice if the group can afford one.

— Jeff Hannes

Magic drafts. Once you start playing, you'll begin to notice that certain cards and drafting strategies work better than others. Make sure to check out our strategy article on page 80 for some helpful hints on improving your drafting abilities. Give these various formats a try and you'll soon discover why drafting is one of the most fun ways to play *Magic*.

Jeremy Smith (js013b@uhura.cc.rochester.edu) is glad that Wizards of the Coast decided to honor him by naming the Rochester Draft format after his university. No, really!

OBJECT: Like any regular game of *Magic*, the object is to win through conventional means. But before you begin playing, the main objective is to draft a good deck.

SETUP: You will need several sealed booster packs (or mock packs). You will also need a large pool of basic lands that players can use to build their decks.

RULES CHANGES:

All of the standard rules of *Magic* apply when playing a draft format. Plus the following:

- Minimum deck size is 40 cards (including land).
- You may use any number of basic lands taken from an unlimited pool.
- There are no banned or restricted cards.
- When dueling, play best two-out-of-three matches against each opponent.
- Your sideboard is composed of *all* the cards you drafted that are not in your deck. You may use your sideboard before the second and third games of each match and you do not need to exchange on a one-to-one basis. You must maintain a 40-card minimum, though.

CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR GAMEMASTERS

BY REBECCA SCHOENBERG

Building Cities

In most campaigns, cities serve as the economic hub of the game world. And sooner or later, the characters will make their way to the nearest significant urban center, be it a city, space station or network of lashed-together sea barges. All too often, the city becomes a pitstop, where players drop out of character and rummage through rulebooks for equipment prices or pick up prepackaged information from vaguely defined non-player characters (NPCs).

It doesn't have to be this way. Cities offer a wealth of real roleplaying experiences as well as atmosphere and background information. With planning, the city and its residents can actually become the focus of a gaming session, not merely a backdrop for a library or weaponsmith.

The first step in creating a city-based adventure is designing the city itself. The world, the environment, the level of technology/magic, the culture and the area's history will all have an effect on how your city develops. Most cities with ancient roots are located on rivers used by traders. A wealthy city under constant threat of invasion might have erected walls to protect its assets—with nobles, artisans and merchants living within, and farmers, foreigners and peasants living in small communities without. An inland city might possess more adjacent farmland than one surrounded by salt marshes and sand dunes, while on a space station with finite resources, living space might be the most valuable commodity. A town that evolved around a particular institution—such as a college, library, or religious center—will take on several characteristics of that institution. Ask yourself what the most important characteristics of your city are and build on those.

Make a map of the city for yourself, whether or not you intend to let your players see it. It will help you describe locations to players and make sure those locations are logical. If your game is set in a city that actually exists, invest in a map of it. Tourist guides have a wealth of information, including everything from places to shop to restaurants and night life; being able to describe actual locations can add a feel of reality to a *World of Darkness* or *Call of Cthulhu* game. For fantasy games, there are hundreds of books that give accurate pictures of life in medieval towns. However, remember this: If

you're going to set your adventure in a known city such as Chicago or Middle-earth's Minas Tirith, make sure you know the setting better than all of your players. One of them is sure to call you on the carpet if you get your facts wrong.

Once you have the general layout of the city defined, it's time to decide what it contains. What are the major districts, stores or guilds? The city's location, its current state of affairs, its size and history determine what's available there, and that, in turn, will help determine what your PCs can find and do while they're there.

In a medieval campaign, guilds may play a large part in defining a city. They can provide an easy beginning place for PCs to hunt down a tradesman of whatever sort they need and provide a nearly bottomless supply of NPCs with which to interact. They can also, if correctly used, be a good source for the characters to dig up information and gossip. Perhaps a guild takes a strong dislike to the characters—if a guild of rogues, sages, wizards or mercenaries considers the PCs freelancers moving in on their territory, they'll not make things comfortable for them.

In a modern campaign, there are other ways to bring roleplaying into the search for goods and information. Very few of a character's needs can be met by going into Toys-R-Us and picking up a few dozen rounds of ammo and a spraycan of "Cthulhu-B-Gone." People specializing in black market sales, information trading and ancient secrets don't advertise in the Yellow Pages. And while they're hunting... Most large cities of any type will have some sort of organized underworld that won't take too kindly to having a group of well-armed strangers wandering through asking questions.

"Few characters' needs can be met by going into Toys-R-Us."

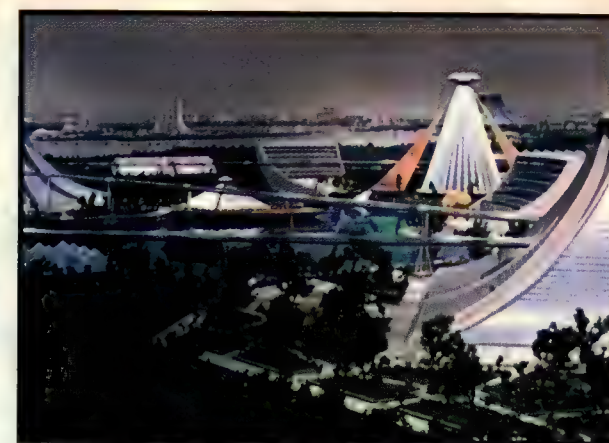
Defining key citizens is the next step in establishing your city. Instead of just talking with Joe Blow the mayor, give your players a specific character with which to interact, a character with a name, a physical description and a personality. Even minor NPCs should be well-defined, because there's no way of determining whether or not Rodrick the Lamplighter will suddenly become a recurring NPC. Make up at least a few NPCs before the game starts so you're prepared no matter which direction the characters choose.

Lastly, look at your city on the grand scale again and fine-tune some specific details. You've already determined some individual reactions to the PCs; now, how does the city as a whole react to the party? Are there laws regulating who can carry weapons? Are the local constabulary going to take it as a threat if a group of mercenaries or vigilantes suddenly arrive? Current events can alter public opinion, and a war with the elves/Native Americans/Klingons could spell trouble for a character of that race.

To draw the PCs into the ebb and flow of city life, set up a few random encounters that have nothing to do with their specific goals. Maybe the innkeeper is looking for a new dancing girl and thinks your player's Warrior Maiden would be perfect for the job. Perhaps a young boy has always wanted to run away and be a hero and decides to attach himself to the party. It could be that the city arena is offering a big purse to a warrior who can best the local champion.

Close your eyes and look at the city you've created. Look, not just at the scene it presents—buildings, streets and people—but at the details behind them. Building a city is a lot of work, but it'll pay off big time when your players immerse themselves in your culture.

Rebecca Schoenberg got horribly lost in the maze of monster-filled streets of Mayberry while researching this piece.



A building's shape can tell players about the people's culture and building's function.

God is in the Details

The City: appearance, location, layout and function.

Work with details concerning the city itself—why it is. Where is it? Why was it built there? What does it look like, and how is it laid out? Why was it built that way? What are the different sections of town—slums, suburbs, etc.? What's the population? Make yourself a map.

The Buildings: structure and function

What do the buildings look like and why; does their form fit their function, or is there an overall architectural style? What are the major buildings, monuments and open spaces, and why are they important to the city? Where might—even on the remotest chance—your PCs go and what will they do? On your map, place the important buildings and areas of the city, remembering to ask yourself why are they located where you placed them; describe them, their functions and contents.

The People: NPCs and organizations

Who lives where? Where are your PCs likely to meet NPCs? What major and/or secret organizations work out of where? Who do they have influence over? What is the general style of people's dress? Do they have any ethnicities? Who lives in or travels to the city and why? What are the major trades? Write up a mini bio sheet for each NPC with as much information as you think you'll need then place them in locations on your map where PCs may encounter them.

City Products

There have been a number of excellent city supplements over the years, many of which are sadly long out of print. Here is a sampling of RPG supplements currently on the shelves you may not know about:

Fantasy Settings

- *Cities of Harn*; Columbia Games
- *Citybook* series; Flying Buffalo
- *Warhammer Fantasy Roleplay: Middenheim*; Hogshead Publishing

Real World Settings

- *Call of Cthulhu*; city guidebooks (Cairo, New Orleans, London); Chaosium
- *World of Darkness: Cities of Darkness* series; White Wolf
- *Deadlands: The Maze*; Pinnacle Entertainment Group

Sci Fi Settings

- *Star Wars' Lords of the Expanse Campaign Setting*; West End Games

There's a lot going on in a city. The more you plan ahead of time, the easier it will be to play there.

Basic training

COLLECTIBLE CARD GAME

Everyone loves "Star Wars," right? So why doesn't everyone play the card game? Maybe you think it costs too much money to get started. Or maybe you just find the process of deck-building and learning how to play daunting. Well fear not, young Jedi. Once you've read over the rules, we'll give you all you need to get started (except the cards, of course). We even include two easy-to-assemble beginner decks for you Jedi fledglings.

STRATEGIES and DECK DESIGNS

by michael mikaelian

DECK CONSTRUCTION

Whether you're building a Light side or Dark side deck, there are some things that you need to take into account. First and foremost, you need a theme. It can be Jawas, starfighters, bounty-hunting...there's no limit to the options. The theme you choose will shape the rest of the deck.

LOCATIONS. Once you've decided on a deck theme, you must choose your locations. If you're only using sites, you may want them to be all at the same system. Commonly, players tend to use a mixture of locations—some for the Force they generate, and others for the Force drains they provide.

Whichever locations you choose, you'll want to have about 8 to 10, and sometimes more. Your starting location is very important, because it determines how much Force both you and your opponent will be generating. Typical Light side starting locations are Dagobah: Yoda's Hut, Cloud City: Guest Quarters and Tatooine: Obi-Wan's Hut. Typical Dark side starting locations include Death Star, Kessel and Hoth: Plains.

STAR WARS

PUBLISHER: Decipher
GENRE: Space Opera
RELEASE: December 1995
PACKAGING: 60-card starter decks; 15-card booster packs
SUGGESTED RETAIL: \$8.95 per starter; \$2.95 per booster
EXPANSIONS: A New Hope, Hoth, Dagobah, Cloud City, Jabba's Palace

I HAVE TO GO TO THE BATHROOM.

SNIFF...IS THAT WET FUR?

MON MOTH'S KINDA CUTE...

Card Anatomy

- A. Card Type:** Beady Jawa eyes = alien.
- B. Card Name:** Besides telling us who this card is, dots in front of the name tell us whether it's unique or not.
- C. Destiny:** For destiny draws, take the top card of your Reserve Deck and reveal it, then place it in your used pile.
- D. Lore:** Besides telling us a little bit about the card, the lore also contains key words. Devaronians are gamblers, as their boldface text points out.
- E. Power:** When battling, each players' total power will determine who wins and who loses.
- F. Ability:** Certain cards will target a character's ability, such as weapons. More importantly, it takes a total of 4 or more ability to get a battle destiny.
- G. Deploy:** How much Force you must use to put the card into play.
- H. Forfeit:** If this card is lost during a battle, this is how much damage and attrition that's satisfied.
- I. Game Text:** Normally, this is where anything special a card can do would be found.
- J. Icons:** Like keywords in the lore, the icons tell you something about the character. Devaronians are pilots.



CHARACTERS AND STARSHIPS. The meat of most decks are the characters, starships and vehicles. Most decks will have anywhere from 12 to 30 characters, starships and vehicles, and sometimes more. The fewer you have, the more you have to rely on effects and interrupts to keep those cards out of the lost pile. Decks with fewer characters generally have more rare cards than anything else. For your first few decks, think safety in numbers.

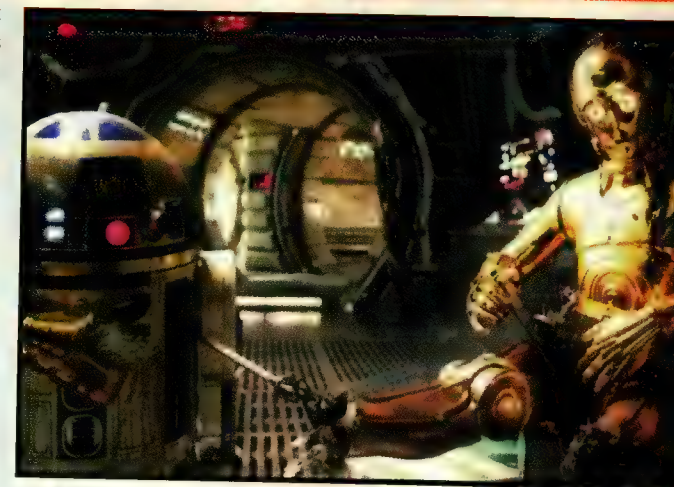
There are so many to choose from, but as always, some cards are clearly better than others. Even though it costs 15 Force to deploy, the Dark side can't do much better than the *Executor*—it's 12 power, 12 armor, immune to attrition < 12. For the Light side, Captain Han Solo in the *Millennium Falcon* is 6 power, 6 maneuver, immune to attrition < 5 and gives you one extra battle destiny. Obviously, rarer cards are going to be more powerful. Some decks are just not possible without lots of them.

INTERRUPTS AND EFFECTS. These cards are the 'tricks' many decks are based around. They allow you to do things under certain circumstances, or to save cards from the lost

pile. Many games turn on the results of one interrupt. Effects like Bargaining Table and Den Of Thieves and interrupts like Control, Surprise Assault and Counter Assault cancel Force drains, often with a beneficial side effect.

If you plan to play in a competitive environment, you'll need to be prepared to go up against players using Senses, Alters and Controls. There are many ways to deal with these 'counter' cards. Do, Or Do Not and There Is No Try make Sense and Alter lost, For Luck and Dark Forces allow you to exclude Jedi from being the 'highest-ability character,' Grappling Hook and Tentacle remove one copy of an interrupt from the game and make it unique, and What Are You Trying To Push On Us? and There'll Be Hell To Pay remove each copy of the same interrupt from the game as it's played, increasing the cost to play future copies.

There are a few other cards which prevail in competitive decks, as well as cards that deal with them. Nabrun Leids and Ellis Helrot are extremely powerful cards that 'teleport' characters from one location to another. Quite A Mercenary and Oo-ta Goo-ta, Solo can deal with these two. Additionally, the Dark side has Those Rebels Won't Escape Us, preventing



"Don't talk to me about safety. I'm not the one who sticks my probe into every open socket I see..."

BASIC training

the transport, and the Light side has Sic-Six, who protects his site and the adjacent site from unexpected arrivals.

WEAPONS AND DEVICES. Whether you play weapons and devices will be decided by your deck's theme. If you're playing Snowspeeders, you'll probably want to add a Power Harpoon or two. If you're playing a Carbon Freezing deck, you'll want to include the Carbonite Chamber Console. There are hundreds of theme decks and odd gimmicks you can pull off using certain devices.

CREATURES AND EPIC EVENTS. These last two card types remaining are not recommended for beginning players. The big drawback for creatures is that they're useless outside their habitats. In your first few games, you won't really know what uses you may have for creatures until you see the competition, so leave them out for now.

The other card type is epic events. Though *Star Wars* is already a game of multi-card strategies, epic events take it one step further and reward you for pulling off cool combos. Though a lot of fun and challenging to build, epic event decks rely on a large percentage of rares—some of which



And the chamber went deathly quiet when Stormtrooper 572 mentioned the stain on Lord Vader's cloak.

are your opponent's cards.

Just remember, whatever deck you build must be exactly 60 cards—that includes your starting location and, if you choose, your starting interrupt and the effect you put into play with it.

PLAYING STRATEGIES

The object of *Star Wars* is to make your opponent's deck go away. After all, without a deck, how can he play? The two best ways to do that is by setting up intimidating Force drains or by spreading out and getting as many Force drains as possible. The third standard method, which is equally viable, is to make him lose Force by battling. Both the Light and Dark side are capable of dishing out quite a bit of punishment.

Whichever option you choose, most intimidating drains are set up by deploying a group of cards your opponent will have trouble dealing with. Usually, that means having at least 4 ability at a site, and a lot of power. If you can't make your cards immune to attrition, you might also want to have extra cards with ability, so you can withstand several battles without having to deploy reinforcements. Ultimately, deciding when "enough is enough" is a matter of what your opponent can do to stop you. How much Force is he activating? How many cards is he holding? Here are a few tips to keep in mind no matter what deck you're playing or who your opponent is:

KNOW YOUR ENEMY. The best way to judge whether you can deploy something with a relative degree of safety is to look at your opponent's hand. There are several good cards which let you see your opponent's hand, each with its own additional effect.

BE AWARE. It is important to pay special attention to all the game text, keywords, icons, power and ability of all the cards in play. There are many cards which do something special under the right circumstances. If you're not paying attention, you may cheat yourself out of a few points of damage, or worse, allow your opponent to get away with something that just isn't possible.

MONITOR YOUR HAND SIZE. Even though there's no official hand size, the unofficial hand size is 12, thanks to Monnok and Grimtaash. Unless you have nothing to fear from these cards, you should make it a general rule to keep your hand as close to 12 as possible without going over. At the same time, you may want to leave some Force activated if you have any interrupts or immediate effects you'd want to play on your opponent's turn.

TIMING IS EVERYTHING. When it comes to timing, there are a few rules that you need to be aware of. Players each take turns performing actions—during your control phase, initiating a Force drain is an action. Though your opponent can't initiate a Force drain during your control phase, he can play cards like Disarmed, which can hurt your characters. When one player takes an action, both players can respond by performing an action which cancels or modifies the action. This takes place out of the normal sequence.

Like regular actions, players take turns responding. If there are no more responses to an action, you resolve it. In a complicated chain, there can be several unresolved actions that are waiting to resolve. When they do, the last one played resolves first. Typically, it is recommended that unresolved cards are physically stacked in the order they're played, then removed from the stack as they resolve. Understanding these timing rules is key if you want to do well in competitive environments.

THE FORCE IS WITH YOU

This is an excellent time to get into the *Star Wars* CCG. It's a proven game with staying power and a large base of players. Decipher provides great tournament support and keeps the game fresh by tweaking it from time to time, such as introducing new rules for capturing bounties or training Jedi. And of course, with green lights from Lucasfilm to carry on through the new trilogy, the *Star Wars* juggernaut shows no signs of slowing.

Michael Mikaelian is always up for a rousing round of Star Wars Monopoly as long as he can play the boot from the original set.

LINE DECK

TRAINING JEDI

These are two 30-card decks designed to play against each other. Since they're mostly commons, you should have no problem putting them together. You could probably get a dealer to give you all of these cards for a few bucks. Otherwise, if you know someone who already plays *Star Wars*, they'd probably be more than happy to lend you the cards you need to build them.

The only special info you need to play these decks are:

- Mos Eisley must be at one end of Tatooine
- If a character becomes missing, he is placed face down under the location and counts as removed from game. To find a missing character, form a search party during your control phase. Draw destiny, adding 1 for each character in the search party (2 for each scout). If destiny is > 5, the character is found. Those characters cannot battle that turn.

Light Side

LOCATIONS

- 1 Tatooine: Dune Sea
- 1 Tatooine: Lars' Moisture Farm (Starting Location)

CHARACTERS

- 1 Bargwin
- 1 Beru Lars
- 2 B'omarr Monk
- 1 Commander Evram Lajaie
- 1 Correllian
- 2 Devaronian
- 1 Elom
- 1 Gran
- 1 Owen Lars
- 3 Saurian
- 2 Talz

DEVICES

- 1 Vaporator

VEHICLES

- 2 Skiff

WEAPONS

- 2 Blaster

INTERRUPTS

- 2 Houjix
- 2 Nar Shaddaa Wind Chimes
- 2 Old Ben
- 1 Somersault

Dark Side

LOCATIONS

- 1 Tatooine: Jawa Camp
- 1 Tatooine: Mos Eisley (Starting Location)

CHARACTERS

- 2 Abyssin
- 2 Advosze
- 2 Defel
- 1 Lt. Pol Treidum
- 1 Officer Evax
- 1 Reegesk
- 1 Reserve Pilot
- 2 Rodian
- 1 URORRuR'R'R
- 2 Weequay Hunter

VEHICLES

- 2 Mobquet A-1 Deluxe Floater

WEAPONS

- 2 Blaster Rifle

INTERRUPTS

- 2 Takeel
- 2 Abyssin Ornament
- 2 Gravel Storm
- 2 Ghhhk
- 1 He Hasn't Come Back Yet

Deck Ideas

Though it is possible to make *Star Wars* decks without any rares, it's difficult to make good rareless decks. Still, you can construct solid decks without spending a fortune. Here are a few ideas for decks that are simple to play, and aren't riddled with rare cards.

BIG SPACE: (Light & Dark side.) Many of the cards needed to make a Big Space deck are common or uncommon. There are some really good rare cards that enhance the deck, but deploying a ton of cheap starfighters backed up by one or two capital ships can be a handful for an opponent who's not wholly committed to space.

BOUNTY HUNTING: (Dark side.) Bounty hunters have become stronger with each expansion. The best bounty hunters are rare, as are their toys, but they aren't nearly as hard to obtain as cards like Vader and Tarkin. Regardless of which bounty hunters you play, All Wrapped Up and Bounty are the keys to victory.

HOTH CLOUDS: (Light side.) The basic elements of the Hoth Clouds deck are the Hoth system, the Main Power Generators, Clouds and Cloud Cars—none of which are rare. Under the protection of the energy shield, you can spread out, playing Tibanna Gas Miners and Kybec for enhanced Clouds drains.

JAWA MADNESS: (Light & Dark side.) The cornerstone of the Jawa Madness deck is Jawas—lots of them. There are plenty of gimmicks you can use to beef up your Jawas, but the best ones are Wittin and Kallit—they each make your Jawas' power +2 and double Jawa Pack and Jawa Siesta. Other power cards include Den Of Thieves, Bargaining Table, Abyssin Ornament and Nar Shaddaa Wind Chimes.



CONTEST

Del Rey presents:

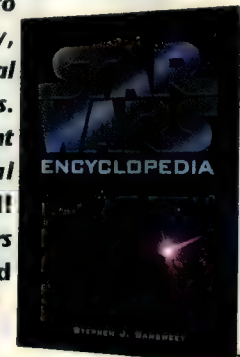
STAR WARS BOUNTY OF BOOKS

How'd you like to be a bounty hunter? Not like Bossk or IG-88—we want you to show off your brain, not your brawn! So holster your blaster, put away that thermal detonator and take a few minutes to answer the questions below. With the right answers and a little luck you'll be bagging all this loot:

- When Darth Vader boarded Princess Leia's ship, she hid the Death Star plans in:
 - Her hair
 - R2-D2
 - An escape pod
 - A datapad
- After hearing Leia Organa's message Luke agreed to go with Obi-Wan Kenobi to:
 - Alderaan
 - Yavin 4
 - Mos Eisley
 - Anchorhead
- The planet Bespin:
 - Is covered with volcanoes and lava pits
 - Is a gas giant
 - Was destroyed by the Death Star
 - Was home to Jabba the Hutt
- Which bounty hunter was not summoned by Darth Vader to his Star Destroyer?
 - Bossk
 - Dengar
 - Boushh
 - Zuckuss
- Salacious Crumb was:
 - The Emperor's Hand
 - Nandreeson's assistant
 - Jabba the Hutt's pet
 - An alien in the cantina
- Who took Han's frozen body off Cloud City?
 - Lando Calrissian
 - Boba Fett
 - Darth Vader
 - Lobot

GRAND PRIZE (1):

One lucky winner will score a *Star Wars Encyclopedia* signed by Steve Sansweet, *Star Wars: The Essential Guide to Characters*, *Star Wars: The Essential Guide to Vehicles and Vessels*, *Star Wars: The Essential Guide to Weapons and Technology*, and *Star Wars: The Essential Guide to Planets and Moons*. Plus a copy of *Industrial Light & Magic: Into the Digital Realm*. And that's not all! You'll also get six *Star Wars CCG Tournament Sealed Decks* from Decipher.



FIRST PRIZE (10):

Ten winners will each win *A Guide to the Star Wars Universe* and a copy of *The Quotable Star Wars*. Plus two assorted *Star Wars CCG Tournament Sealed Decks* from Decipher.



THIS MONTH'S CONTEST IS SPONSORED BY DEL REY BOOKS. OUR PALS AT DECIPHER HELPED OUT TOO.

DECIPHER®
The Art of Great Games

Fill out the entry form and put it in an envelope.

Send to: "Star Wars Bounty of Books" Contest, c/o InQuest, P.O. Box 118, Congers, NY 10920-0118. Deadline is August 31, 1998.

LUCAS LEGAL

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment Group, Del Rey and their immediate families. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: The Star Wars Bounty of Books Contest, c/o InQuest, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Entertainment Group and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by August 31, 1998. Wizard Entertainment Group is not responsible for lost, late, misdirected or mutilated entries. Winners will be randomly selected from properly completed entries by Wizard Entertainment Group. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than October 5, 1998. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about September 21, 1998. ©, TM, & © Lucasfilm Ltd.

For a list of winners, available after September 21, 1998, send a self-addressed stamped envelope to: The Star Wars Bounty of Books Contest Winners List, c/o InQuest, P.O. Box 118, Congers, NY 10920-0118.

ENTRY FORM

"STAR WARS BOUNTY OF BOOKS" CONTEST

DEADLINE IS
AUGUST 31, 1998.

Name _____		Age _____	
Address _____			
City _____	State _____	Zip _____	
Phone Number (with area code) _____		E-Mail Address (if ya got's one) _____	
1 _____	4 _____		
2 _____	5 _____		
3 _____	6 _____		

Pro Picks

How to draft like a champion Magic player

By Mark Justice



JUZAM



There exists a place where commons are more valuable than Moxes. A place where creatures such as Spikes, Licids and small flyers rule the world. A place where half of your deck can be creatures and be the envy of those around you. That place is the Limited environment of *Magic: The Gathering*.

The Limited environment of *Magic* provides players with a wonderful opportunity to test their creative skills without having to spend a large amount of time and money building and testing decks. The most common deck type in the Limited environment is Sealed Deck, commonly referred to as "sealed luck" because you have no control over what cards you receive. Another form of Limited *Magic* has emerged in the past few years, and has quickly become the most popular form of *Magic* in many areas—the draft formats.

There are several different draft formats including Booster, Rochester and Solomon, which provide perhaps the best test to date on your true skills as a *Magic* player. If you're not familiar with these formats, take a quick time out to look over the "House Rules" column on pg. 70. When you're finished, come back here and learn how to draft like a pro.

The Preparation The Draft

So what do you have to do to prepare for a draft format? Besides selling your eternal soul to get good cards in your opening packs, there are a few techniques you can follow when preparing for a draft. The most important of these is reviewing what the common cards are in the set or sets you will be drafting from.

Nearly 75 percent of the cards you will be drafting are commons, so they can serve as a good base to practice with. Make a common deck out of each of the colors using cards in the set and practice them against one another. What colors seem to dominate? Then, try combining colors to get a feel for how paired colors work together. Just remember not to put more than one copy of a card in each of the decks you practice with or you might get unreliable results.

When a draft begins, you will most likely be at a table with seven other players. Each player starts with three booster packs (unless you are a member of the Psychic Friends Network, you won't know what is in those packs). The players open up their first pack and select a card. Each then passes the pack to the person on his left, receives an opened pack from his neighbor on the right, and continues to pick until all cards have been selected. Then the second pack is opened and the process repeated, and thus on to the third. In the end you'll have 45 cards to build a deck with, of which you'll likely use 23 or 24. It is very important to understand how this draft process works because it will determine which types of cards you pick in the first pack.

So the draft begins and you open up your first pack. Let's use *Tempest* for an example because it is the most-used set in the current draft formats. You open up the pack and see Rolling Thunder (red), Marsh Lurker (black), Dark Banishing (black), Skyshroud Troll (green), Legacy of Allure (blue) and nine other cards which do not appear to be as powerful. You only get to pick one of these so it is vital to pick the correct one.

Many players at this point see the card they want and pass the pack without thinking about anything else. This is the most common mistake made by players in draft. You should not only make the best selection for yourself but realize what cards you are passing to the players on your left. These cards will influence their initial decisions and thus influence the cards passed to you when the draft switches directions.

In this opening pack I would take the Rolling Thunder, as massive creature elimination spells like Rolling Thunder, Evincar's Justice and Spontaneous Combustion are always at a premium. I remember that I am passing excellent Black and Blue spells to the left. This means that when cards are passed to me in the next round, I am less likely to receive premium spells of these colors.

The packs are then passed and I receive a new pack from the person on my right. As I look in the pack I see Fireslinger (red), Gravedigger (black), Trumpeting Armodon (green) and no other extremely powerful cards. At this point I am very happy with the Fireslinger, as it serves as creature

control in the environment. In the first few picks, concentrate on developing ways to handle your opponent's creatures.

Notice that I am not passing significant white or red cards to the player on my left. This is no accident. In draft, one of your most important goals is to draft a two-color deck. If you can draft a mono-color deck you're golden, but you never want to get into three or more colors, because you'll develop mana problems during play.

One key to building a strong two-color deck is reserving the desired colors for yourself. You do this by denying those colors to the players on your left early on, so they can't build decks around them. Later in the draft when the rotation reverses, those players will be passing good cards in those colors to you because they can't use them.

The next batch of cards is passed and I am presented with Dauthi Slayer (black), Sandstone Warrior (red), Trained Armodon (green) and Dark Banishing again. These next few passes are critical, as they will almost inevitably dictate the remainder of the draft. At this point you need to realize what you are not being passed. You have not been passed a significant blue or white card. You can thus make the educated guess that the individual to the right of you is drafting one or both of those colors.

You can also determine that he is not playing black or red by the quality cards in those colors being passed to you. In this situation you can make one of two picks, the Dark Banishing or the Sandstone Warrior. If you are extremely dedicated to cutting off red, then pick

the Sandstone Warrior, but from the Dark Banishing being passed, you can surmise that more black cards are coming your way. Always be aware of what gifts you receive, as they are an indicator of what is to come. In this case, I choose the Dark Banishing.

This draft is opening up in an ideal way. You are getting strong cards off of the bat and it seems that the trend will continue. The next pack is passed, and the only significant cards are a Dauthi Horror (black), Soulcrinker (black) and another Trained Armodon. It looks like you won't be seeing any good blue or white cards from the person on your right. With the cards passed you have a choice between two black creatures.

In the *Tempest* environment there are three levels of battle: ground, shadow and flying. Evasive creatures have always been premium cards in limited environments. In a heavy creature environment, the ability to get around a wall, a regenerating creature or fatty is necessary to win matches. Shadow creatures give you that evasive ability, and at the same time protect you from other shadow creatures. I try to draft these whenever possible, so the natural choice is the Dauthi Horror.

At this point in the draft you need to realize which direction your deck is heading. Is it offensive or defensive? The deck we are drafting here is looking offensive, and that will influence our picks in later packs. An offensive deck is going to be far more likely to pick a Mogg Raider than a defensive deck, as it helps the chemistry of the deck. A defensive deck is more likely to draft a Circle of Protection or

Gaseous Form. All cards are not meant for all decks.

Defensive Drafting

So the draft proceeds and you continue to round out your deck with cards. In the next few packs, pick up a variety of creature cards to round out your deck. There will be many subtle decisions to make, however, as generally in picks six through 10 you are going to be faced with defensive draft choices. These are picks that you make in order to prevent an opponent from strengthening his deck.

I am a firm believer that you build your deck first and do what you can to strengthen it. Many times, however, you must choose between cards that will not help your deck in any way. This is a great chance to weaken your opponent's decks by weeding out powerful cards in other colors or cards that can shut down your deck. For example, if you are playing mono-red and you are passed cards like Chill or Circle of Protection: Red, snag them if there's nothing extremely appealing about your other choices. By making your opponent's deck weaker, you in turn make yours stronger.

So what happens if, after the first pack, you are looking at the 15 cards you have drafted and see your selections spread out between every color? Drafting isn't a perfect science, and this sort of thing can happen.

Let's say you have an opening pick of Evincar's Justice but no other black, and a Capsize but no other blue. At this point you need to try to figure out what is going to be passed to you and build the best deck possible.

The Golden Rules

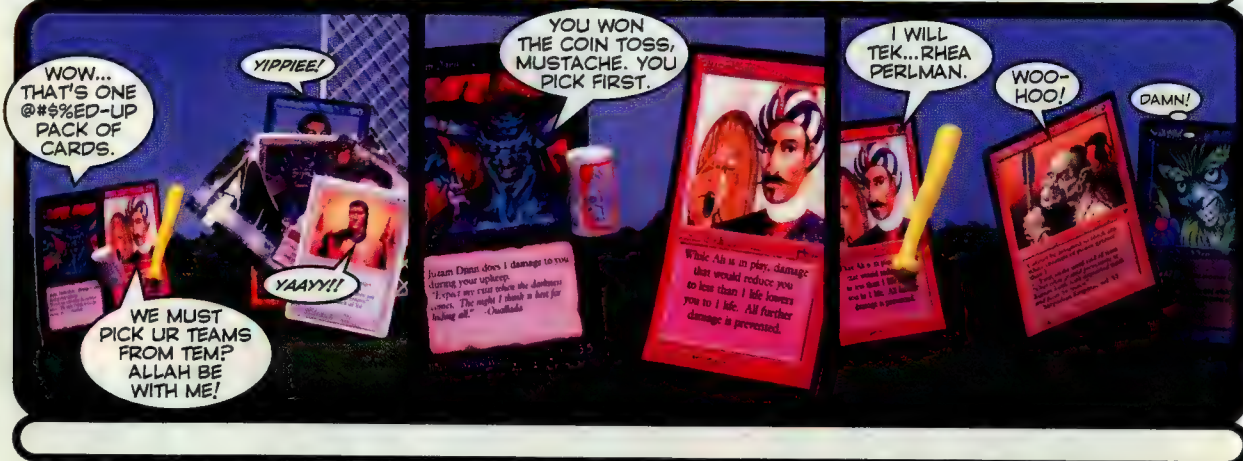
No matter who your competition is or which card sets you're using, here are five tips that can help you in any booster draft:

1. Try to cut off at least one color in your opening pack. If you are able to do this, the odds of that color being passed back to you when the direction of the draft changes increase tremendously.
2. Be aware of what is being passed to you. If you can make logical guesses to what the person to your right is drafting, it will help your draft decisions.
3. Realize that key creature-elimination spells such as Rolling Thunder and Evincar's Justice are going to be selected in the first few picks; if you pass these hot cards up, don't expect to see them come around again.
4. Creatures dominate the environment, so drafting evasive creatures with shadow or flying can greatly increase your chance at victory.
5. Don't panic if the draft starts off poorly. If you are paying attention to what is being drafted, you will be able to switch colors and end up with a solid deck.

THE BIG GAME

OR

The Horror of Wiffle Ball



Getting out of a color is a common occurrence in drafting, and the sooner you realize that things are going the way you desire the better. If your opening picks are a Rolling Thunder and a Fireslinger, but the red does not come for the remainder of the first pack, then be very careful what you select in the next pack. If no red comes in the first two picks then jump ship before the *Titanic* sinks. The players on either side of you are likely to take all the good red cards, so switch to a color that is being passed to you.

So during the draft how do you know if you are building a good deck? A good measure is the first six cards you've picked from each pack. If these are cards that will be going into your deck for sure, then your deck will generally be solid. If you look at your first six picks from a given pack and see a variety of cards that include many iffy ones, you can't afford to do any defensive drafting at any point, and you'll need to hope for a little luck.

Building the deck

So, okay, now that you've drafted your deck it's time to build it. In a tournament you will have around 30 minutes to build your deck. This is usually plenty of time, as during the draft you should have been able to tell what direction your deck was heading. Lay out your cards in front of you and then set aside the cards that are going into your deck for sure. These should include creature-elimination spells such as Pacifism and Dark Banishing. Then, set aside the creatures you consider the best. Next, set aside the cards that can be used as utility cards, such as Disen-

chant, Capsize, Disturbed Burial and other powerful buyback spells. With these cards you will have the basis for a solid deck.

If you have a two-color deck, you'll need 16 to 17 land, depending upon the casting costs in your deck. If you have numerous buyback spells, you may consider going up to 18 lands. If you have trouble making decisions on what cards to cut from your deck, try to remember what cards you passed. Were there a tremendous amount of fliers? Then Needlestorm makes the cut. Did you see any significant enchantments or artifacts? If you didn't, you shouldn't play with both of the Disenchants that you drafted. These subtle items can be the difference between winning and losing a game.

Practice Makes Pro

In sum, we've presented you with a basic strategy outline to follow when drafting. But knowing the basics isn't enough. To really become good at drafting, you need to practice. Fortunately, practicing isn't that difficult. Even when drafting with as few as four players, you can still get a good feel for the concepts this article covers. Just grab some friends, buy a few booster packs (or randomly construct your own) and take some time to draft and play. In many ways it's more fun than playing with constructed decks, and by the time you head to a tournament, you'll be drafting like a pro.

Mark Justice was once a member of the Psychic Friends Network, but he was kicked out when he won Christopher Walken's Ancestral Recall in an ante game.

Sample Draft

Here's an example of a solid draft deck. Notice that the deck has plenty of ways to deal with creatures—Aftershock, Dark Banishing, Diabolic Edict, Lightning Blast, Rolling Thunder, etc. The deck is light on big creatures, but the creature-kill should be able to pave the way for evasive attackers like Canyon Wildcat, Dauthi Horror and Dauthi Marauder.

From the unused cards below you can see why I went with black and red. If necessary though, I can side-board in a little bit of white for CoP: Red and Disenchant. The Pit Imp will help against a deck with several fliers, and Shatter gives me artifact elimination without having to add white.

THE DECK

ARTIFACT

Coiled Tinvip

RED

Aftershock
Blood Frenzy
Canyon Wildcat
Lightning Blast
Lowland Giant
Mogg Conscripts
Mogg Fanatic
Mogg Raider
Rolling Thunder
Wall of Diffusion (x2)

BLACK

Clot Sliver
Dauthi Horror
Dauthi Marauder
Dark Banishing
Diabolic Edict
Enfeeblement
Evinar's Justice
Gravedigger
Rats of Rath (x2)
Spinal Graft

LANDS

Mountains (x8)
Swamps (x9)

SIDEBOARD

ARTIFACTS

Metallic Sliver
Phyrexian Hulk

BLACK

Blood Pet
Pit Imp

BLUE

Shadow Rift

GREEN

Canopy Spider
Frog Tongue
Pincher Beetle
Rampant Growth

RED

Crown of Flames
Shatter
Stun
Tooth and Claw

WHITE

Anoint
Armored Pegasus
Circle of Protection: Red
Circle of Protection: Shadow
Clergy en-vec
Disenchant
Hero's Resolve
Soltari Foot Soldier
Soltari Lancer



Put the POWER of the Auction Universe Network to work for you

With 1,000 categories of collectibles, antiques and specialty items, you can buy or sell anything online at Auction Universe. From antiques to baseball cards, toys to jewelry and movie memorabilia, Auction Universe moves merchandise for you!

List on one site - sell on the whole network!

The Auction Universe Network is the center of the Internet's largest community of online auction sites. We're connected to and supported by major newspapers around the country — papers like the Los Angeles Times, Minneapolis Star Tribune and St. Louis Post-Dispatch. We also have a variety of specialty magazine and collectible publication partners. This adds up to an unbeatable national network of online auction sites. All powered by Auction Universe.

Sellers — List an item for only 25 cents, and sell on the entire Auction Universe Network — the best value on the Internet.

Buyers — Check into www.auctionuniverse.com's 1,000 categories of collectibles, antiques and specialty items and be instantly connected to what's for sale around the country.

Join the fun!

In addition to the fun and convenience of buying and selling online, Auction Universe is powered by the information in our exclusive online news, tips, articles and profiles. But most importantly www.auctionuniverse.com is the power of people. We have the best customer service in the online auction universe — and we're here to help — whenever you need it.

Auction Universe — a Times Mirror Company — is the fastest growing person-to-person auction site on the Internet. For more information, email us at info@auctionuniverse.com or call us at 203-741-5110.

Now, that's power.

Antiques

Antique Jewelry
Art/Printings
Books and Manuscripts
Ceramics
Dolls, figures
Furniture
Maps
Musical Instruments
Photographic Images
Postcards
Toys

Parts Services Vehicles

Business & Equipment

Advertising
Building Supplies
Telecommunication Services
Tools

Collectibles & Memorabilia

Amusement & Theme Animation Art
Autographs
Aviation
Banks
Bears
Beatles
Clocks
Coins

Comic Books
Disneyana
Dolls
Figures
Elvis
Fishing
Lunchboxes
Music Boxes
Pez
Phonographic
Pottery
Porcelain
Radios
Railroad
Stamps
Star Trek
Star Wars
Television
Sports
Trading Cards
Toys

Computer

Books/Manuals
Custom Computer
Programming
Hardware
Floppy, Other
Internet, Web
Services
Software
Publishing

House and Home

Appliances
Bath Accessories
Furniture
Home Entertainment
Lawn and Garden
Tools

Personal

Clothing
Costume Jewelry
Creative Hobbies
Exercise Equipment
Jewelry
Personal Safety

Sports, Recreation

Camping Equipment
Exercise Equipment
Racing
Sporting Equipment

State by State

Attractions
Colleges/Universities
History
Sports Teams



www.auctionuniverse.com

Be sure to visit us at Wizard World Chicago.

Times Mirror Company Auction Universe is a trademark of the Times Mirror Company. Other company, product and service names may be trademarks or service marks of their respective owners. Copyright Auction Universe, 1998. All rights reserved.

Be sure to visit Collectors Auction for rare coins, rare stamps, vintage record albums, rare autographs and vintage sports collectibles at www.collectorsauction.com



TRUE

CONFESSIONS

InQuest answers the top questions on the minds of gamers

Does the universe have an end? How do you define a soul? What's the meaning of life?

Now those are questions to be answered. Unfortunately, we at InQuest have to defer those answers to people whose qualifications aren't slinging dice, pushing plastic pieces around a board and shuffling cards. The only thing we can answer is gaming questions.

So we asked you, the fans, what were the top questions on your minds. We got queries about Magic factory sets, company crossovers (like Call of Cthulhu vs. Vampire) and the "Star Wars" prequels; we then had the appropriate companies comment on the matters. Never ones to sit on the sidelines, we threw our opinions into the mix.

We may not be much help with the mysteries that have puzzled humanity since the dawn of time, but we managed some answers to the questions that count...

Question: The original Magic: The Gathering set came out with a factory set. Why haven't we seen any since? Why not come out with a reasonably priced complete set, which may not be tournament-legal, but provides fans with the full range of cards they can't normally afford?

Wizards of the Coast: "We want players to enjoy discovering new cards as they open product. Producing factory sets skips this step in the meta-game environment of Magic.

"Collectability and tradability of the cards are part of why our customers enjoy the game of Magic. We feel our customers would find this part of the game missing if they did not have the challenge of 'hunting' for the right cards for their decks. Knowing every other player has exactly the same cards you do would lead to some pretty boring games."

InQuest: We have to disagree here. Way back when Magic was an infant, we purchased the Magic: The Gathering Collector's Edition which

contained one of every card at the time. Now, they weren't tournament-legal—they were gold-bordered and cut square—but they were a blast; you could play with cards you only dreamed of owning... a full set of Moxes, Ancestral Recall, Time Walk, even Word of Command. We still build decks with them to this day. Who wouldn't want the latest set of *Exodus* for, say, \$50? Did the factory set take the excitement out of the game for us? Nope. Quite the opposite—we felt we got more bang for the buck.

Question: Why haven't we seen any inter-company crossovers? Why hasn't there been a Magic/AD&D crossover, a Middle-earth/LSR supplement or a Call of Cthulhu/Vampire merging of worlds?

Chaosium: "Frankly, it's never even been discussed. If we saw a good manuscript, we'd try to work something out. However, many Cthulhu fans are purists. We try to treat Lovecraft's work with a certain dignity; you lose flavor when you blend too much."

Iron Crown Enterprises: "Principally licensing concerns. It's kind of a cumbersome thing. Also, we kinda want to keep Tolkien's world as Tolkien's world."

Wizards of the Coast: "There are no current plans to include TSR or Five Rings Publishing elements into tournament-legal *Magic: The Gathering* trading card game sets."

InQuest: Lame. Yeah, there are a lot of headaches involved with licensing and a

whole lot of effort has to be expended on company cooperation, but it's worth it. Fans would be thrilled to see a set of AD&D legends and monsters as *Magic* cards, or an adventure where werewolves battle the Wyrms, only to discover the evil ties to Lovecraft's Elder Gods. Purists be damned! Those of us without sticks up our butt love to see great stories involving our favorite worlds. If companies are worried about diluting their game environments and screwing with continuity, treat each supplement as a one-shot, "alternate universe" adventure.

Question: Is there a future for the Star Wars CCG after the "Return of the Jedi" cycle?

Decipher: "Will this game go beyond the announced expansions for 'Return of the Jedi'?" Our answer is a resounding yes! We will be using our rights to *Shadows of the Empire*, novels, computer games and more to bring CGI [computer-generated imagery] cards into the universe. We will also be going back into all three classic movies and the Lucas-film archives to create a plethora of new cards for the *Star Wars* CCG."

Lucasfilm: "Decipher has done a remarkable job of bringing the richness and complexity of the 'Star Wars' saga to the world of CCGs, and we are confident they will continue this tradition with the 'Star Wars' prequel."

InQuest: With the "Star Wars" prequel slated to appear in theaters May of next year, look for the first prequel release to hit stores before the end of

1999. Just think about it... We've had 20 years to study the first films, some of us have seen the things a hundred times, and Decipher still found creatures, vehicles and scenes new to everyone. Imagine what a prequel set will bring to your experience when you've only seen the prequel once or twice. If the prequel kicks booty, the expansion set should shine.

Question: Why do Magic sets come out so frequently? Many fans complain that it's a hardship coughing up so much cash so often just to stay current with cards.

Wizards of the Coast: "We try to keep *Magic* fresh and exciting, and we have found through market research that our current release schedule of three core expansions per year is what most of our consumers want."

InQuest: Fans continually write in to us claiming that there are too many *Magic* sets being produced. We're not sure if there are too many sets being released each year, or that there are too many damn cards in total. Either way, fans are being overwhelmed. How do you alleviate the problem? Keep the burden on the fans' wallet to a minimum. Wizards of the Coast has done this to some extent with the preconstructed decks introduced with *Tempest*; you don't have to spend a fortune to get a taste of the set's new cards and play with a cool deck. We think the factory set idea we mentioned in question #1 would be another step in the right direction.

Question: There's a disturbing trend in the gaming industry to constantly miss deadlines and release product months, even years, late. Why was the *Dune* CCG, for example, delayed for six months?

Last Unicorn Games: "We were ready to print before GenCon [August '97] and then Wizards of the Coast acquired Five Rings Publishing. We had to rescan every piece of art, reset all the type, and the packaging was changed. Why? Basically, Wizards of the Coast redid everybody's months of work for policy reasons; we're not totally sure why." [Editor's Note: Just for the record, the *Dune: Eye of the Storm* CCG was officially released in November '97.]

InQuest: It's disappointing when games don't hit the shelves when they're supposed to. We walk into the store, ready to shell out for the next big thing, and then it's not there. And it's not

there the next time, or the next time, or... Eventually, you get fed up and spend your money on something else and lose interest and confidence in the company/game. We just wish more companies would take the responsibility of hitting their deadlines. Let's hope that new games like *Dune* don't keep falling into this trap.

Question: Why isn't Magic as fun as it used to be?

Wizards of the Coast: "Wizards of the Coast's R&D Department works very hard to keep *Magic* fresh and exciting for both new and experienced players through story, new game mechanics, humor and new artwork. More and more people are discovering, playing and enjoying *Magic* every day."

"And, as with many sports, whether played socially or competitively, we have found that most newcomers are challenged by *Magic*, not intimidated. It's really a matter of learning to build a good deck and a little luck that allows players to have fun with the game."

InQuest: *Magic* was one of the best

The People's Choice

Will there be a Final Fantasy, Warcraft or "South Park" CCG?

A couple of issues ago (12/31 to be exact), we asked our readers what topic you'd most like to see a CCG on. The big four were *Final Fantasy*, *Warcraft*, Robert Jordan's "Wheel of Time" novels and "South Park." Well, we thought we'd call and ask the license-holders of these properties what the chances were we'd see a CCG out of them any time soon.

Well, we didn't get much more than polite "no comment" responses from most quarters, but we did hit pay dirt twice.

First up: Jordan is definitely interested in doing a "Wheel of Time" CCG, according to a rep at his agency. Fans of Jordan's books may recall that Mayfair Games was poised to snag the CCG license a couple of years ago... but decided to drop dead instead.

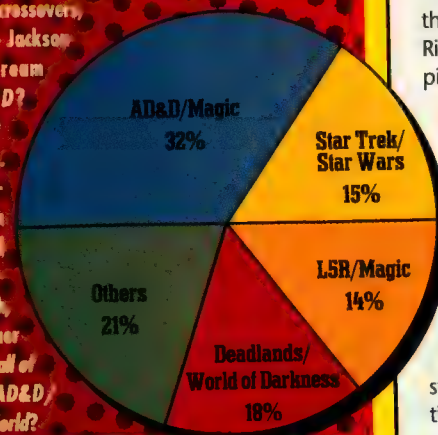
When we called Blizzard, the company that makes *Warcraft*, we hit the jackpot. "Oh, yes," said Blizzard rep Susan Wooley. "Half the guys at Blizzard play *Magic*, so we're definitely interested. In fact, we've been approached by a number of companies, but we haven't made the right match yet. *Warcraft* is sort of our precious child, so we want to make sure the company that gets the license will treat it right."

So there you go, you "Wheel of Time" and *Warcraft* fans. Maybe not today or tomorrow, but someday you too will ride with the Maidens of the Spear and the Knights of Azgoroth. As for Cloud and Cartman, you'll have to stick to comics instead.

The ULTIMATE Crossovers

The game industry has already seen several game crossovers, most recently *GURPS CthulhuPunk* from Steve Jackson Games, and it got us thinking about our dream crossovers. How about *Magic/AD&D*? *Werewolf/Deadlands*? *Call of Cthulhu/Vampire*?

But no reason to keep the fun to ourselves. We opened up the AOL lines and asked 10's readers to submit their own ideas—and got back a ton of original ideas. *Magic* was a no-brainer. You'd like to see *Magic: The Gathering* crossed with anything—AD&D, *Legend of the Five Rings*, even, uh, *Ani-Mayhem* and *OverPower*. Some of the other more interesting concepts included *Champions/Call of Cthulhu*, *Deadlands/Settlers of Catan* and AD&D *BattleTech*. Hmm. Wasn't that called *Gamma World*?



games of all time when it hit the stands in August '93 and it still is. However, the card errata sucks. It's so convoluted and tedious that only a rules lawyer can fathom it. Go back to the old school of play: If you read the cards and the game situation isn't immediately obvious, have your group vote on a solution then and there; once you've reached a verdict, play that same way from then on. If you have to consult 300 pages of errata for every card you play, it ruins the pace of

the game and boils the contest down to who's the greater nitpicker. Boring.

Question: Will the *Gehenna/Apocalypse/End of the World* book ever be published for the *World of Darkness*?

White Wolf: "Certainly not through at least 1999. No one here is even considering it, actually—because it would essentially end the games. However, toward the end of the year, we will see things getting darker in all the games."

InQuest: Why not come out with a earth-shattering—literally—sourcebook for the end of the world and leave it in the Storyteller's hands whether he wants to take his campaign that way? A storyline like that doesn't have to end the game—it could be an "alternate timeline" story or could be a whole different spin on a post-apocalyptic-type campaign setting. A "what if?" storyline as epic as this one could be incredible.



Question: Are collectible card games dying out? Do they have a strong future in the gaming industry? As mainstream entertainment?

Chaosium: "It depends on what happens with game market issues such as the [Wizards of the Coast CCG] patent. Distributors have become very shy about pre-ordering. Wizards of the Coast encouraged the CCG market by example and then went and took out this patent only after many games had already come out. Somebody will take them on sooner or later."

Decipher: "Once [CCGs] become more widely known, they'll definitely keep going strong. Being able to create your own playing field is a totally new thing. There has to be a way to allow mainstream players to enjoy the game without having to commit hours and hours per week to card analysis. You may not enjoy playing chess against a grand master, but you still like playing. There has to be room for the casual player."

Iron Crown Enterprises: "They're here to stay. After *Magic* came out, there was a collector bubble which has now burst. The collector market has stabilized and the gamers just keep going."

Steve Jackson Games: "Will we ever see Aunt Ida stomp little Jimmy with her killer red deck? No. But if *Magic* can be on ESPN2, then who knows? The patent will discourage competition, but it will keep it serious."

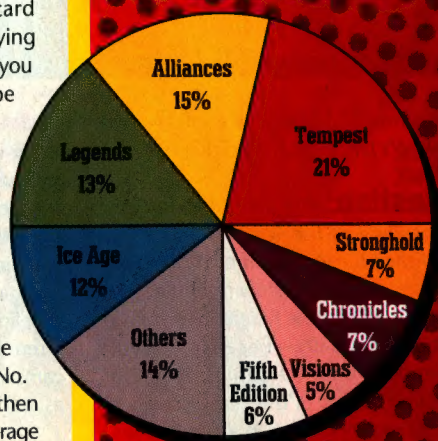
Wizards of the Coast: "Magic: The Gathering continues to have tremendous appeal as a game of strategy and skill. In addition to servicing the existing customer base, Wizards of the Coast continues to develop products and distribution for a larger audience. *Magic* has already reached distribution in the broader market through music, book and toy outlets. We expect to continue bringing *Magic* to the world."

InQuest: Collectible card games might not be coming out fast and furious like the gaming boom which occurred at the end

of '95, but we still have our fair share of quality card games like the recent *Babylon 5* and *Doomtown* CCGs. Plus, half the games that came out were clunkers anyway. Some worthy games died untimely deaths, but many of them, like *Illuminati: New World Order*, still live in our hearts. One way or another, collectible card games are here to stay.

Rachel Barth would like to thank the FBI for helping track down some of our suspects. InQuest would like to thank our moms for hiding us from the FBI.

What's the Best Magic Set of All Time?



Back around the release of *Fallen Empires*, rumors started going around that *Magic* was all washed up, that Wizards of the Coast had run out of ideas. Well, *Alliances* put that rumor to bed, but we got to wondering: Is *Magic*'s popularity coasting on nostalgia or forging ahead with exciting new releases? So we asked our readers: What's your favorite *Magic* expansion?

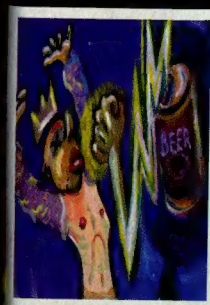
It seems from your response that newer is better, 'cause *Tempest* took a strong lead in the polls. Two other recent sets, *Alliances* and *Ice Age*, garnered strong followings, though only *Legends* made a case for the older expansions with a third-place showing.

HAVIC

The Bothing™

Welcome to HAVIC!

Your goal is total conquest of the world, starting with your very own college campus. Unfortunately, others have this same goal. In order to be victorious, you will need to coerce peons, such as the Frenzied Jock, the Fat Kid, and the Chess Club to do your bidding. Total coercion takes resources, in this case alcohol. You must use these resources wisely for they can be used to bring about powerful effects such as Beer Goggles, Searing Gas Pain, and Dehydration. Through these and other means, you shall attempt to conquer your opponent by taking away his 21 points of sanity and ruling over your domain. Your life may just depend upon it!



Effect

Bring chosen creature from the hospital directly into play under your control.

—4 out of 5 street pharmacists agree...

Illus. Norton

©PGI Limited 1998

CONTEST

FASA & Ral Partha
present:

MAKE YOUR OWN 'MECH



BattleTech Mech Commander and Mech are registered trademarks of FASA Corporation. © 1998 FASA Corporation. All rights reserved. Used with permission. Background photo: Foto Fantasy.

'Mechs rule the battlefield! But they're tough to build. Dozens of tons of death-dealin' steel doesn't just assemble itself overnight. It takes a lot of manpower and design time. That's where you come in. Step into the shoes of a 'Mech designer and mock up the next awesome killin' machine. Best looking prototypes win these great prizes.

What You Gotta Do:

Don't start shopping for ferro-fibrous armor and medium laser cannons. Just cut out art from your favorite magazines, source-books, CCG cards—or draw your own components. Assemble 'em into something that looks like a 'Mech, and presto-blasto you're eligible to win.

Fill out the entry form with your assembled 'Mech attached. Put it all in an envelope. Send to:
"Make Your Own Mech" Contest,
c/o InQuest, P.O. Box 118,
Congers, NY 10920-0118.
Deadline is August 31, 1998.

LEGALTECH

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment Group, FASA, Ral Partha, their immediate families and anyone who worked on "RoboCop"—ED 209, my ass! Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: The Make Your Own Mech Contest, c/o InQuest, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Entertainment Group and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by August 31, 1998. Remember, the hardest part of owning a Mech is keeping the pigeons off it when you're not kicking enemy clan tails! Wizard Entertainment Group is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on originality and creativity by Wizard Entertainment Group. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than October 5, 1998. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about September 21, 1998. BattleTech & Mech™, © & © 1998 FASA Corporation. All Rights Reserved.

For a list of winners, available after September 21, 1998, send a self-addressed stamped envelope to: The Make Your Own Mech Contest Winners List, c/o Wizard Entertainment Group, P.O. Box 118, Congers, NY 10920-0118.

GRAND PRIZE (1):

One Mechmeister will walk away with more than 100 products for use with *BattleTech*®. We're talking 'bout the new *BattleTech*® Master Rules, a missile rack full of sourcebooks and more novels and supplements than you can shoot a pulse cannon at. But that's not all. Since nothing brings meCHFests to life like miniatures, you also get 72 Ral Partha *BattleTech* minis. And what the heck, we'll throw in the 'Mech Commander™ PC Game, a T-shirt and hat from FASA Interactive just for grins.

FIRST PRIZE (5):

Ten battle bunkies will win the new *BattleTech* Master Rules and two Ral Partha *BattleTech* miniatures.

THIS MONTH'S CONTEST
IS SPONSORED BY FASA
AND RAL PARTHA, AND
THEY MAKE MECHS
FORD TOUGH!



ENTRY FORM

"MAKE YOUR OWN MECH" CONTEST

**DEADLINE IS
AUGUST 31, 1998.**

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____ E-Mail Address (if ya gots one) _____

What is your all-time favorite *BattleTech* Product? _____

shows, cons

tournaments

DEAR ADVERTISERS,
If you want to list your show or tournament, contact:

Karen Evora
Specials Sections Acct. Mgr.
Wizard Advertising
151 Wells Avenue,
Congers NY 10920
PH: 914.268.3907
FX: 914.268.5386



ILLINOIS

JULY 11, CHICAGO

GREAT LAKES GAMES presents the CHICAGO PRO QUALIFIER. For directions, call (847) 222-1994. Sanctioned *Magic: The Gathering* Tournament & Convention. Qualifier for the Chicago Pro Tour. Format: Sealed *Tempest/Stronghold/Exodus*. Pre-Register: \$22 or \$25 at the door. Also, Junior Super Series Event, Central (Chicago) Division. Format: Type II. Entry \$12. Lots of side-tournaments & auctions. For more information or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

AUGUST 1, CHICAGO

GREAT LAKES GAMES presents the CHICAGO PRO QUALIFIER. For directions, call (847) 222-1994. Sanctioned *Magic: The Gathering* Tournament & Convention. Qualifier for the Chicago Pro Tour. Format: Sealed *Tempest/Stronghold/Exodus*. Pre-Register: \$22 or \$25 at the door. Lots of side-tournaments & auctions. For more information or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

INDIANA

AUGUST 2, FT. WAYNE

GREAT LAKES GAMES presents the CHICAGO PRO QUALIFIER. For directions, call (847) 222-1994. Sanctioned *Magic: The Gathering* Tournament & Convention. Qualifier for the Chicago Pro Tour. Format: Sealed *Tempest/Stronghold/Exodus*. Pre-Register: \$22 or \$25 at the door. Lots of side-tournaments & auctions. For more information or for other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

KENTUCKY

JULY 18, LOUISVILLE

GREAT LAKES GAMES presents the CHICAGO PRO QUALIFIER. For directions, call (847) 222-1994. Sanctioned *Magic: The Gathering* Tournament & Convention. Qualifier for the Chicago Pro Tour. Format: Sealed *Tempest/Stronghold/Exodus*. Pre-Register: \$22 or \$25 at the door. Also, Junior Super Series Event, Central (Chicago) Division. Format: Type II. Entry \$12. Lots of side-tournaments & auctions. For more information or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

MINNESOTA

JULY 25, ST. PAUL

GREAT LAKES GAMES presents the CHICAGO PRO QUALIFIER. For directions, call (847) 222-1994. Sanctioned *Magic: The Gathering* Tournament & Convention. Qualifier for the Chicago Pro Tour. Format: Sealed *Tempest/Stronghold/Exodus*. Pre-Register: \$22 or \$25 at the door. Lots of side-tournaments & auctions. For more information or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

NEW JERSEY

JULY 26, EDISON

GRAY MATTER CONVENTIONS—CHICAGO PRO TOUR QUALIFIER, Ramada Inn, 3050 Woodbridge Ave (exit 9 off of NJ Turnpike). For directions, call (732) 661-1000. Play *Tempest/Stronghold/Exodus* Sealed Deck in a one slot qualifier for Pro Tour Chicago. Doors open at 9 a.m. Qualifier begins at 10 a.m. \$22 in advance, \$25 at the door. \$5 general admission if you are not playing in the qualifier. Other tournaments include: Type I, Type II & Extended for \$150; Wacky Pack Booster Draft (1 Italian *Legends*, 1 Japanese *Visions* and 1 Korean *Weatherlight* pack); Two-Headed Giant *Tempest/Stronghold/Exodus* Sealed Deck and sanctioned booster drafts all day.

AUGUST 23, EDISON

GRAY MATTER CONVENTIONS—CHICAGO PRO TOUR QUALIFIER, Ramada Inn, 3050 Woodbridge Ave (exit 9 off of NJ Turnpike). For directions, call (732) 661-1000. Play *Tempest/Stronghold/Exodus* Sealed Deck in a one slot qualifier for Pro Tour Chicago. Doors open at 9 a.m. Qualifier begins at 10 a.m. \$22 in advance, \$25 at the door. \$5 general admission if you are not playing in the qualifier. Other tournaments include: Type I, Type II & Extended for \$150; Wacky Pack Booster Draft (1 Italian *Legends*, 1 Japanese *Visions* and 1 Korean *Weatherlight* pack); Two-Headed Giant *Tempest/Stronghold/Exodus* Sealed Deck and sanctioned booster drafts all day.

NEW YORK

EVERY WEEKEND IN JULY & AUGUST, NANUET

WIZARD WORLD. The longest running tournament in Rockland! 1/4 mile East of the Nanuet

Mall on Route 59 in the Service Merchandise Shopping Center. Type II madness every Friday at 6 p.m. \$4 entrance fee. Prizes for the top three competitors! Sealed deck and booster drafts on Saturdays. Arena league days every Sunday. Games Workshop Chapter approved. Free and dedicated gaming area for card and roleplaying games and two terrains for *Warhammer*, *40k* and *Fantasy Battle*. We will demo any game upon request. For further information contact John Donohue @ (914) 624-2224.

JULY 25, SYRACUSE

GRAY MATTER CONVENTIONS—CHICAGO PRO TOUR QUALIFIER, ONCenter, 800 South State St. For directions, call (315) 435-8000. Play *Tempest/Stronghold/Exodus* Sealed Deck in a one slot qualifier for Pro Tour Chicago. Doors open at 9 a.m. Qualifier begins at 10 a.m. \$22 in advance, \$25 at the door. \$5 general admission if you are not playing in the qualifier. Other tournaments include: Type I, Type II & Extended for \$150; Wacky Pack Booster Draft (1 Italian *Legends*, 1 Japanese *Visions* and 1 Korean *Weatherlight* pack); Two-Headed Giant *Tempest/Stronghold/Exodus* Sealed Deck and sanctioned booster drafts all day.

AUGUST 8, NEW YORK

GRAY MATTER CONVENTIONS—CHICAGO PRO TOUR QUALIFIER, Neutral Ground, 122 West 26th St., 4th fl, between 6th & 7th Aves. For directions, call (212) 633-1288. Play *Tempest/Stronghold/Exodus* Sealed Deck in a one slot qualifier for Pro Tour Chicago. Doors open at 9 a.m. Qualifier begins at 10 a.m. \$22 in advance, \$25 at the door. \$5 general admission if you are not playing in the qualifier. Other tournaments include: Type I, Type II & Extended for \$150; Wacky Pack Booster Draft (1 Italian *Legends*, 1 Japanese *Visions* and 1 Korean *Weatherlight* pack); Two-Headed Giant *Tempest/Stronghold/Exodus* Sealed Deck and sanctioned booster drafts all day. PLUS: Junior Super Series for Chicago, begins at noon. Tournament is Type II. Admission is \$12. Players compete in two age groups: 14 and under and 15-17. The top two players from each age group will qualify. The top player in each age group wins \$200.

AUGUST 29, NEW YORK

GRAY MATTER CONVENTIONS—CHICAGO PRO TOUR QUALIFIER, Neutral Ground, 122 West 26th St., 4th fl, between 6th & 7th Aves. For directions, call (212) 633-1288. Play *Tempest/Stronghold/Exodus* Sealed Deck in a one slot qualifier for Pro Tour Chicago. Doors open at 9 a.m. Qualifier begins at 10 a.m. \$22 in advance, \$25 at the door. \$5 general admission if you are not playing in the qualifier. Other tournaments include: Type I, Type II & Extended for \$150; Wacky Pack Booster Draft (1 Italian *Legends*, 1 Japanese *Visions* and 1 Korean *Weatherlight* pack); Two-Headed Giant *Tempest/Stronghold/Exodus* Sealed Deck and sanctioned booster drafts all day.

PENNSYLVANIA

JULY 19, HARRISBURG

GRAY MATTER CONVENTIONS—CHICAGO PRO TOUR QUALIFIER, Raddison Penn Harris Hotel, 1150 Camp Hill Bypass, Camp Hill. For directions, call (717) 763-7117. Play *Tempest/Stronghold/Exodus* Sealed Deck in a one slot qualifier for Pro Tour Chicago. Doors open at 9 a.m. Qualifier begins at 10 a.m. \$22 in advance, \$25 at the door. \$5 general admission if you are not playing in the qualifier. Other tournaments include: Type I, Type II & Extended for \$150; Wacky Pack Booster Draft (1 Italian *Legends*, 1 Japanese *Visions* and 1 Korean *Weatherlight* pack); Two-Headed Giant *Tempest/Stronghold/Exodus* Sealed Deck and sanctioned booster drafts all day.

AUGUST 15, PHILADELPHIA

GRAY MATTER CONVENTIONS—CHICAGO PRO TOUR QUALIFIER, Valley Forge Convention Center, 1200 First Ave, King Of Prussia. For directions, call (610) 337-2000. Play *Tempest/Stronghold/Exodus* Sealed Deck in a one slot qualifier for Pro Tour Chicago. Doors open at 9 a.m. Qualifier begins at 10 a.m. \$22 in advance, \$25 at the door. \$5 general admission if you are not playing in the qualifier. Other tournaments include: Type I, Type II & Extended for \$150; Wacky Pack Booster Draft (1 Italian *Legends*, 1 Japanese *Visions* and 1 Korean *Weatherlight* pack); Two-Headed Giant *Tempest/Stronghold/Exodus* Sealed Deck and sanctioned booster drafts all day.

SOUTH CAROLINA

AUGUST 22-23, MYRTLE BEACH

BEACH CON '98. The Landmark Resort. Pro Tour Qualifier Chicago! Aug. 22. Registration 8 a.m. Start time 10 a.m. Pre-registration \$22, on-site \$25. Format: Rath Cycle Limited. Tons of side tournaments! RPGA Sanctioned Tourney Aug. 23, 9 a.m., \$5. *Star Wars* CCG Sanctioned Tourneys! Industry Reps!, *Middle-earth*, Games Workshop, *LSR* and more! Dealers welcome! In conjunction with Daddy Jim's Comics, High Point, NC! For details, call (843) 293-1406! Four Pro Tour invitations to be won! Don't miss it!

VIRGINIA

AUGUST 2, TYSONS CORNER (Washington D.C. area)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY, MAGIC AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive, McLean, VA. Take exit 10 (Route 7 West) off I-495, 1/2 mile West on Route 7. Hotel is on the right. For directions, call (703) 734-2800. 90 tables available. Vendors: 1st table \$65, \$60 2nd table, \$55 3rd+ table. \$2 admission, children under 5 FREE. 10 a.m.-4 p.m. FREE parking. Buy, Sell & Trade: MAGIC and other gaming cards, gold, silver & new comics, independents, Anime, figures, toys, BEANIE BABIES, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call! Contact: Jeffrey Rozen @ (703) 912-1993 or e-mail: comicshow@aol.com, http://members.aol.com/comicshow.

INQUEST

GAMING MAGAZINE #41

ALL-NEW
INQUEST
BOARD GAME
SPACE STATION
ZEMO!



FREE
MAGIC
UNGLUED
CARD

GEN CON
SPECIAL ISSUE!

ON SALE IN AUGUST

© Wizard Entertainment. *Magic: The Gathering*™ & © 1998 Wizards of the Coast.



Far from Llanowar



A portly elf down on his luck. A timeless icon of rock 'n' roll.
The two had nothing in common.
Until the *Magic: The Gathering—Unglued™* supplement.
Harness the power of a bad lounge act. Or summon a bold hunk of cheese.
These cards won't destroy your opponents by turn three. But they
might make them laugh by turn two.
And that's good. Because we are nothing.
But hound dogs.

Available August '98

Customer Service: (206) 624-0933

www.wizards.com/Magic

UNGLUED UNGLUED UNGLUED

MAGIC
The Gathering®

Wizards
OF THE COAST

WIZARDS OF THE COAST, Magic: The Gathering, and Unglued are trademarks of Wizards of the Coast, Inc. They are also freedom fighters waging a valiant struggle against The Cheesedip Cartel. You think we're kidding? You should have seen what they did to Lil' Wunderbuns. Sometimes cheese goes too far. Illus. by Claymore J. Flapdoodle. ©1998 Wizards of the Coast, Inc.